

FITM

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**The best tips: Zelda on NES! SMB4 on SNES!**



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# TOTAL!

**100% FOR ALL PLAYERS OF  
NINTENDO**

■ NES  
■ Game Boy  
■ Super NES

Issue 8

August 1992

## Fast find!

Use the coloured bars on the edge of the page to track down any section you want. They're all listed below, so what are you waiting for?

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## News

Exclusive stuff on the spanking new Game Boy Genie (pictures an' all). Also, news from the biggest console show in the good ol' US of A! Whoopee!



46

## Super Scope

Don't miss our review of the Nintendo Super Scope 'cos it's got some extremely funny pictures of Vicky Mitchard in it. Well, they made us laugh! Ho, ho!

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## Tactix

So what kind of tactics are these, then? Well, it's just more boring gameplaying tactics, innit? What did you think it was?

70

## Total Recall

You'll never have to buy a crap game ever again! Use our wonderful buyer's guide and everything'll be hunky dory!

80

## Subs and Mail Order

At last! You can finally buy those T-shirts, those badges AND those binders we promised you. You can also subscribe. Hoorah!

10

## Letters

Now look here. If we have to go to the trouble of answering some of the letters you lot insist on sending in, you can at least have the decency to read them!



30

## Street Fighter 2

It's the biggest game since, erm, well, since the last really, really BIG game. All we can say here is: 'Why the flippin' 'eck are you wasting time reading this when the full story is on page 30!'. Well? Go on then!

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For a  
full list of  
**REVIEWS**  
this issue  
turn to page  
**16**



# Coming soon from USA!

**TOTAL** went to the Chicago CES to bring you all the hottest Nintendo news. There were hundreds of new games and here's a selection of the more interesting carts!

## ASCIWARE

**Spindizzy Worlds SNES** – Updated version of an old home computer classic. Guide GERALD the gyro-scope around 32 treacherous courses, each with 15 difficulty levels. Stunning stuff!



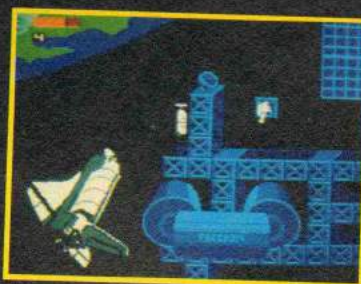
Make a desert strike with **Super Battletank** on the SNES.

**Asciipad SNES** – A replacement joystick for the SNES, with auto-fire and turbo options for every button. Could be useful, but who could have broken their joystick already?

## ABSOLUTE ENTERTAINMENT

**Super Battletank SNES** – Take control of US M1A1 tank in a series of ten search-and-destroy missions attacking enemy oil fields, SCUD launch sites and chemical weapon sites. Hmm, sounds familiar...

**Battletank NES** – Pilot your heavily-armed Battletank around the Gulf, get your orders, use the satellite-linked radar maps to find your way to the target and blam!



Do a little vacuuming with **Space Shuttle Project** on NES.

## Space

**Shuttle Project NES** – Take offs, landings and all those bits in between. There are six missions including deploying a satellite and rescuing a Russian cosmonaut.

**Amazing Tennis SNES** – Amazing is the word. A 3-D view of the court, full shot selection, choice of surfaces and a real tennis umpire calling the scores.

## HI-TECH EXPRESSIONS

**Barbie Game Girl GB** – Barbie has to go the shopping mall, meet new friends and buy fashionable clothes. And if the airhead can tear herself away, she's got to meet Ken for a snog in the penthouse.

**Barbie NES** – A game based on everyone's favourite doll (!). Old

plastic legs herself has to search three different worlds to find fashion treasures (eh?) to go to the fantasy ball.

**Tom and Jerry GB** – Jerry's cousin Tuffy is lost in the attic and Jerry has to find him before Tom does.

**Tom and Jerry NES** – You're Jerry in the NES version, and you've got to make it across town dodging Tom and other big city baddies.



Barbie spends more of Ken's money on the **Game Boy (Girl?)**.

## JALÉCO

**Goal 2 NES** – Footie action as the people's game is transferred to possibly the world's stripiest pitch.

**Super Goal SNES** – Another footie game for the SNES, but taking a different approach to that of Super Soccer – and it's full of blonde men with matching suntans.

# Oh Boy! A new Game Genie!

Don't worry, he's not putting the game in backwards – well, he is, but it's okay. That's the way the **Game Boy Game Genie** operates!

The super tripp Game Genie for the NES is now widely available in the UK (so what are you waiting for!?). But here at **TOTAL** we've already seen the new one, designed specifically for the Game Boy.

The Game Genie lets you

change how a game works by entering codes to give you extra lives, access to later levels, extra goodies and new abilities.

It works in roughly the same way as the NES version – the Game Genie slots into the top of the

Game Boy in place of the cart and the game cart itself fits neatly into the Genie. There are buttons on the back of the Genie to activate the Genie and to enter the codes letting you change the game.

The GB Game Genie looks absolutely fab-o-brill and is sure to be a massive hit with gamers when it's released in the UK towards 1993.

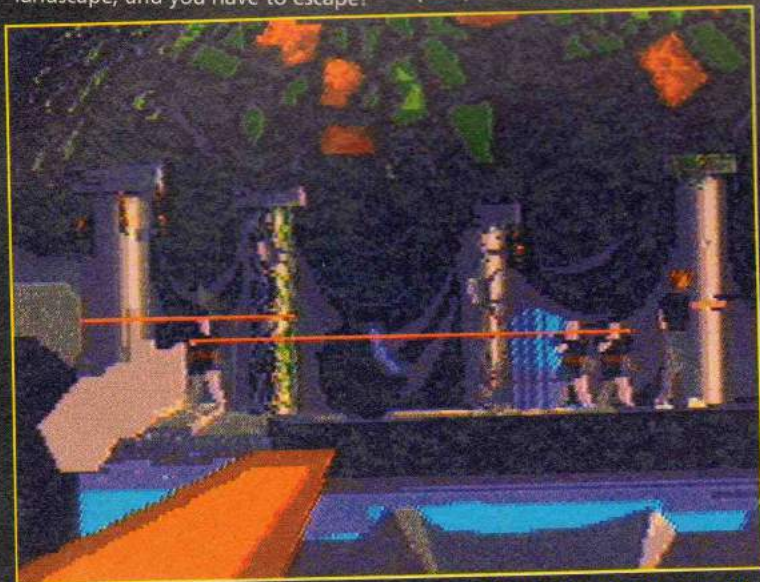


The square lump on the back of the **Game Genie** is a neat little case which holds your code book!



## INTERPLAY

**Out Of This World SNES** – Super animation and cinematic presentation in this arcade adventure. You're a scientist warped by some freak accident into a strange alien landscape, and you have to escape!



Exciting gameplay and stunning visuals in SNES **Out Of This World**.

## MICROPROSE

**Super Strike Eagle SNES** – Ace looking conversion of the excellent F-15 flight sim. If it lives up to

expectations it could be one of the best things to hit the SNES.

**F117A NES** – Simulation of the Americans' hush-hush, top secret radar-proof warplane that's so clever no-one can see it. Except the pilot, of course.

**Railroad Tycoon SNES** – Train-spotters can throw away their anoraks and notepads as this game lets you build an entire empire of railways in any one of four countries. Chuffin' 'ell.

**F15 Strike Eagle GB** – Cramming a thirty million dollar warplane into our little Game Boy seems a smidge difficult but we'll just have to wait and see how this green screen flight sim turns out.

## LJN

**Terminator 2: Judgment Day**

**SNES** – Hasta la vista, baby! Yes, it's movie game time, with everybody's favourite Oscar winning actor (eh?) Arnie Schwarz as a pretty hard bloke in leather with guns.

**Amazing Spiderman and Uncanny X-Men: Arcade's**

**Revenge SNES** – Holy ridiculous underpants, superhero fans! Marvel Comic's most famous take on, er, Marvel's not so famous.

**WWF Wrestlemania Steel Cage**

**Challenge NES** – Randy 'Macho Man' Savage, Hulk 'Hulk' Hogan and Philip 'Nice Boy' Schofield take each other on in another game of grappling. Philip Schofield may not appear in the finished version.

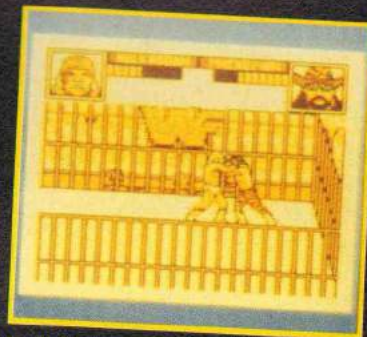
**Spiderman 2 GB** – Mr Sticky Wrists himself will be back on the Game Boy soon, slinging more webs and stretching another pair of Aunt May's tights over his head.

**WWF 2 GB** – Six of those muscley, balding American wrestlers get

into a 15-foot steel cage to see who's the WWF Champion.

**Incredible Crash Dummies NES** – You get to be two dummies who earn a living doing death-defying stunts like crashing cars or making jokes about Steve.

**Incredible Crash Dummies GB** – Jump off a building, slide down a ski slope, test dangerously wired household products and crash into, erm, airbags. Worra life, eh?



Hulk Hogan gets a bit cagey in **WWF2 on the Game Boy**.

**NBA 2 GB** – Bird, Magic and Air Jordan. Mean anything to you? Well, if it does you might like this supposedly all-star basketball game when it comes out.

**Roger Clemens MVP Baseball SNES** – Good ol' Rodge, sporting hero to millions (hmm). Still, even

# TALK

## Mad about the mouse!

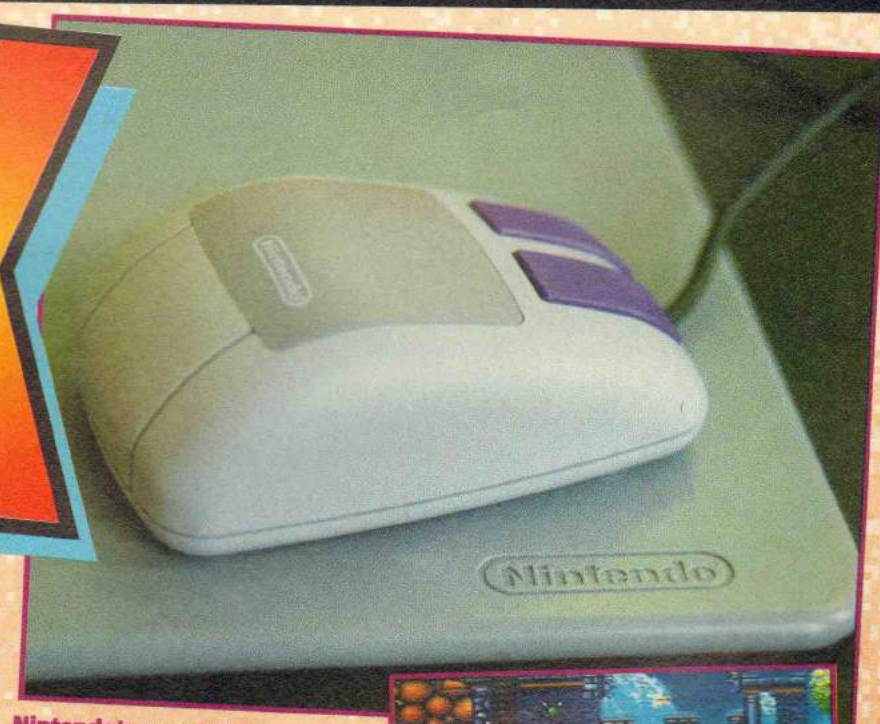
Coming soon to your SNES is one of those luvverly mouse thingies to make your console look like a 'proper' computer. The mouse lets you move a dinky pointer about the screen with great accuracy –

just the thing for complex games and other programs.

The SNES mouse will initially be available with an impressive looking art, animation and music package released by Nintendo this

winter called Mario Paint. We'll check it out as soon as we can!

**Jaleco's Havoc (working title) is being designed so you can control your little warriors with the mouse.**



Nintendo's new SNES mouse and pad opens up lots of opportunities for gamers and artists alike. And it's sorta cute too!





though he's only as famous as your Dad his baseball game doesn't look half bad.

## ACCLAIM

**Simpsons 2 GB** – A Simpsons multi-game as Bart competes in



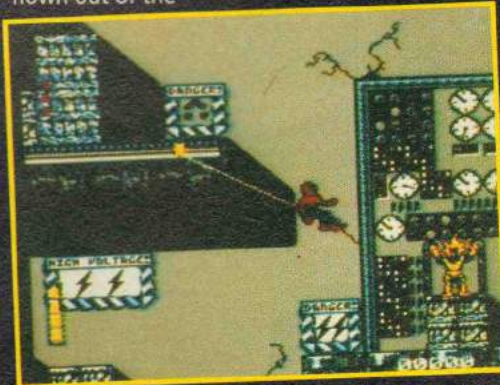
**Bart takes a beating in Simpsons 2 on the Game Boy!**

TV's 'The Juggernaut Show' in eight different events including wrestling and a strength test. **George Foreman's Boxing SNES, GB** – He's fat, he's old and he's bald! Boxing's oldest contender has a boxing game out, so would-be pugilists can duck and dive without getting so much as a scratch. **Double Dragon III NES GB** – The latest in the Double Dragon beat 'em up series hits the screens, and no doubt it's those two clean-cut boys trying to save their girls!

**Spiderman: Return of the Sinister Six NES** – The Wallcrawler slugs it out with the likes of Electro, Mysterio and that well-known GP, Doctor Octopus. Sounds silly but looks like it could be fun.

**Krusty's Fun House NES** – We reviewed it on the SNES this month and NES owners can look forward to guiding those rats to their doom with Bart's favourite clown.

**Bart's Nightmare SNES** – Bart dreams that his homework has flown out of the



**Spidey's still at it after all these years! The web-slinger prepares to do battle on NES.**

window, and has to use his root beer burps and bubblegum blowing to get back. 'Aye Caramba!' you might well cry.

**Bartman meets Radioactive Man NES** – You get to be Bart's alter ego, Bartman, in an arcade bash that takes you to the Limbo Zone to free your friend Radioactive Man. Doesn't Bart have some odd mates?

**Ferrari Grand Prix Challenge GB** – 16 circuits, all the action of Grand Prix and some flash Ferraris too. Shame they're a bit crap at Formula One right now.

## AMERICAN SOFTWARES COMPANY

**Skulljagger SNES** – This looks like quite a nifty high seas caper – pirates, eye patches and more 'Haaar, ha-har, haaar'-ing than you can handle.

**Power Punch II NES** – It's the year 2006 and you've got to take on the Intergalactic Boxing Federation's greatest fighters in your bid to become Champ.

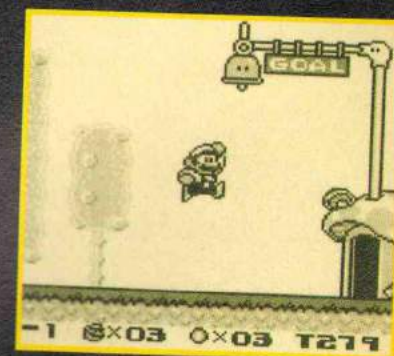
## NINTENDO

**Super Play Action Football SNES** – Produced in conjunction with the

NFL, this American Football sim lets you play high school, college and NFL teams and has bags of plays to choose from.

**Yoshi GB, NES** – A puzzler starring Mario's newest chum, the cute and cuddly Yoshi. Erm, don't know what it's about, *exactly*, but you can do it on your own or with a game-linked pal.

**Super Mario Land 2 GB** – New enemies, new abilities and a complete new world to explore. This steamingly hot game will have more detailed graphics, a bigger Mario and has a battery back up. Why? Cos it's absolutely massive, that's why! Look out for it around December time.

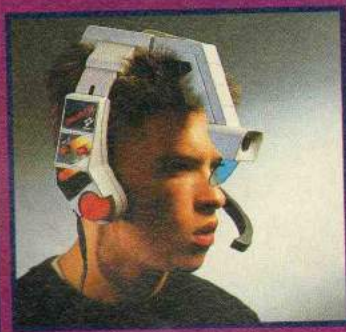


**Mario returns for his biggest adventure yet on the Game Boy!**

## NES Laser Scope winners!

The Laser Scope compo really caught some people out didn't it? **LASER** stands for **L**ight **A**mplification by **S**timulated **E**mission of **R**adiation. These people knew and have won a Laser Scope!

Michael Phillips, Omagh, Co. Tyrone; Trevor Lawton, Erdington, Birmingham; Glen Carl Lawrence, Wood Green, London; Adam Burrows, Epping,

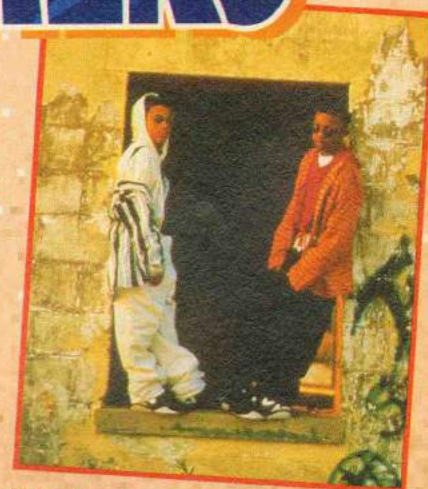


Essex; S. Jones, Ellesmere Port, S. Wirral; Kevin Carter, Bearsden, Glasgow; P. M. Hutchinson, Wimbledon, London; Duncan Coull, Moray, Scotland; Gordon MacPherson, Fife, Scotland; A. Nitschke, Saltdean, East Sussex; G. Roach, Knotty Ash, Liverpool; Ben Davies, Merthyr Tydfil, Mid Glamorgan.

# STAR GAMERS

**Famous Nintendo Gamers Number 4 (and number 5 too)**  
**Daddy Mac and Mac Daddy, Kriss Kross**

Yeah! Those jumpin' juve hipsters from Atlanta, Georgia, Daddy and Mac always, BUT always, have their Game Boys with them. Pretty lucky really as they're touring Europe with Michael Jackson right now – and can you think of anything more boring than being stuck with 'Wacko' himself in a dressing room in Switzerland while he's playing Moonwalker on his naffo Sega Mega Drive! It'd make me cross.



**Kriss Kross** – let's hope they don't play their Game Boys the same way that they wear their clothes! Fave game Othello (or Reversi)?





Take a spin with Mario and chums in Mario Kart on the SNES. More Mode 7 racing fun!

## CAPCOM

**Mega Man 5 NES** – Yes, number five! MM now has even MORE games than Mario. And guess what? This one looks exactly the same thing as all the other games. **Star Wars GB** – This one should be fab. It's got all the movie's characters in it, features big scenes of the film and has four different endings. **The Empire Strikes Back GB** – 'No, Luke. I am your father' and all that business. You get to do all the stuff in the movie including the final light sabre fight with Darth. **Bionic Commando GB** – An oldie but a real goodie. You are a crack trooper with a bionic arm sent off to defeat The Albatross and rescue Super Joe. Triff!

**The Little Mermaid GB** – Ariel, a cutie Barbie with fins, has to catch fish and ward off the evil Sea-Witch in this undersea arcade adventure.

**Super Buster Brothers SNES** – Travel the world busting balls in a frantic arcadester with two brothers who bust and are, er, super. Apparently.

## NAMCO

**Wings 2 Aces High SNES** – Chocks away and blast the bally hun in a World War One flight sim set above the battlefields of la belle France.

**Did Dug GB** – Cute, and very old, arcade game from the makers of Pac-Man. Keep those nasty Pookas and Fygars away from your garden.

## TAITO

**Knight Quest GB** – Swords and sorcery slash 'em up. Knights in armour, long, winding paths and probably the odd damsel in distress.

**Super Soccer Champ SNES** – Has all the elements of a good footie game but what really matters is how well it plays, Jimmy.



4x4 off-road fun with Jeep Jamboree on the Game Boy.

## GREMLIN

**Jeep Jamboree GB** – Off-road racing antics with 22 different courses, lots of mud, loads of options and a two-player link.

**Nigel Mansell's World Championship GB, NES, SNES** – Cor flippin blimey! It looks like 'Our Nige' might even win this time, and you can be just like him with this Formula One sim based on the real 1992 race season. With lots of tweakable bits this game looks like

it could be a winner on all formats.

**Utopia SNES** – God simulator where you don a big white beard, long white robes and run a planet in some far-off galaxy.

**Switchblade 2 NES** – Guns, rockets, lasers, grenades and all the best things about blast 'em ups are packed into Switchblade 2. Five big levels of mayhem coming soon.

**Dirty Racing GB** – Top down-view racer with 32 tracks, loads of hazards, and pedal to the metal racing!



SNES Nigel Mansell – looking to be the best F1 racer of all time!

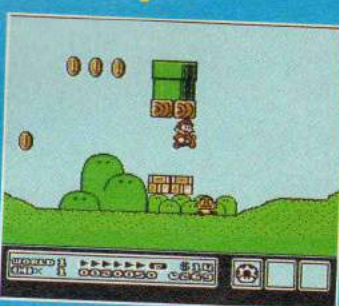
## Looky here! It's the Charts!

### Game Boy Top Ten



- 1 Terminator 2**  
TOTAL rating – 80%
- 2 Super Mario Land**  
TOTAL rating – 94%
- 3 Bart Simpson**  
TOTAL rating – 92%
- 4 Super Kick Off**  
TOTAL rating – 77%
- 5 WWF Superstars**  
TOTAL rating – 49%
- 6 Bugs Bunny Crazy Castle**  
TOTAL rating – 43%
- 7 Tennis**  
TOTAL rating – 95%
- 8 Super RC Pro Am**  
TOTAL rating – 87%
- 9 Bubble Bobble**  
TOTAL rating – 68%
- 10 Duck Tales**  
TOTAL rating – 78%

### NES Top Ten



- 1 Super Mario Bros. 3**  
TOTAL rating – 98%
- 2 Rescue Rangers**  
TOTAL rating – 81%
- 3 Donkey Kong Classics**  
TOTAL rating – 50%
- 4 Terminator 2**  
TOTAL rating – 74%
- 5 World Cup**  
TOTAL rating – Not reviewed
- 6 Rygar**  
TOTAL rating – Not reviewed
- 7 Super Mario 2**  
TOTAL rating – 79%
- 8 Teenage Mutant Hero Turtles**  
TOTAL rating – Not reviewed
- 9 Turtles 2**  
TOTAL rating – 66%
- 10 Star Wars**  
TOTAL rating – 88%



Charts produced by Gallup in association with Penguin. © 1992 ELSPA.

## TOTAL TEASER!

TOTAL Teasers are dead popular – and far too easy.

**Daniel Hutt** of Telford soon spotted Choplifter II last issue, so this month's is a lot harder. When you've found the piccy which the segment above comes from, write the name of the game, your name, age and address on a postcard or sealed envelope. Send your entry to:



**TOTAL Teaser,**  
29 Monmouth Street,  
Bath, Avon BA1 2BL

We'll tell you who the winner is next month, so get your entry in to us by Friday 31 July. Okay?

## Spilt beans – the results!

Way back in issue 3 we asked TOTAL readers to spill the beans about themselves. Well, we found that **93%** of you are male and at least **80%** are aged 15 or less. The most popular Nintendo amongst you is the **NES** and then the **Game Boy**. The SNES wasn't out when we ran the questionnaire but **36%** intended to buy one – wonder how much it's gone up since you've seen how fab it is? A

whopping **96%** thought TOTAL was better than our rivals, and your favourite bits were the reviews and tips sections. You also told us that your fave TV shows are Gamesmaster and Red Dwarf and that most of you don't like Sega (but we knew that anyway!). Big scrummy thanks to all who helped – the winner of the £100 of games was **Stuart McQueen** of Alloa Clacks. Well done, Stu!



# G



# F



# R

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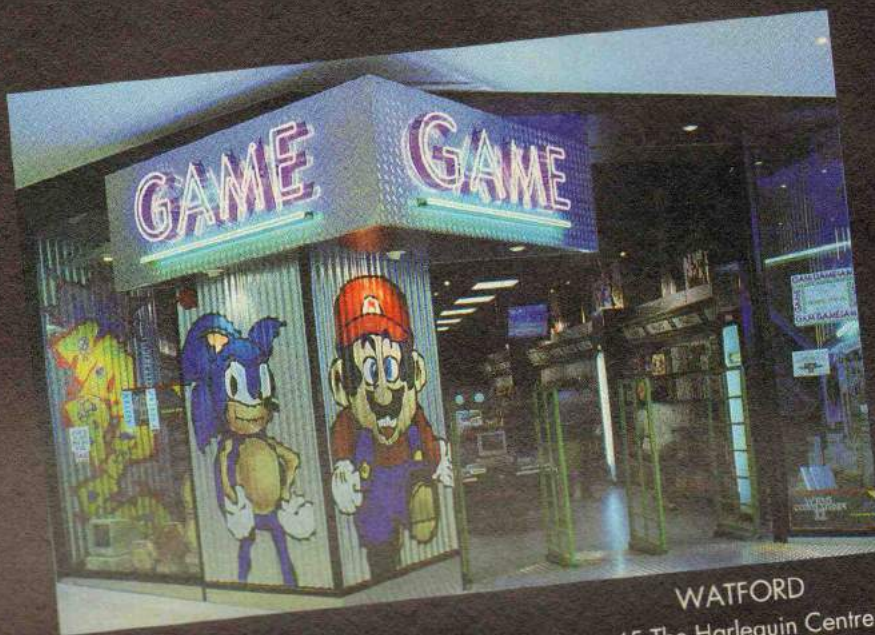


# GOLD!



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Master System ☐ Lynx ☐

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Which magazine did this coupon appear in: \_\_\_\_\_

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# LETTERS!

## A cart made for two

Dear Thick and Misery Guts,  
I read in another (rubbish) mag that there was a Game Boy cart which enabled you to play a two-player game with just one cart. Is it true?

Please answer this or I shall turn blue with despair, as being in TOTAL would be a great honour. P.S. Will there be a Wayne's World game for the Game Boy/NES/SNES? **Ken B, Newcastle-under-Lyme**

Dear Ken

Yes, you can play two-player games with one cart, but don't get your hopes up because these are only yer taking turns-type games, where one player has a go, and then hands the Game Boy over to someone else.

**THICKY**

P.S. I hope there isn't going to be a flippin' Wayne's World game, with all that crappy 'schwing' and 'NOT!' business. Bill 'n' Ted are a million times better! **MISERY GUTS**



Ha! Two can play at that game! Yes, well actually they can - and with only one cartridge, too.

We're all feeling a bit lonely here at TOTAL. (Sniff!) No one likes us. (Sob!) No one wants to talk to us, 'cos we're a bunch of sad, pathetic individuals with no interests in life besides playing Nintendo games. So show us that at least you, our beloved readers, care. Brighten up our drab and featureless lives by writing to us at TOTAL!, 30 Monmouth Street, Bath, BA1 2BW. Please!

## Doesn't make the Gradius

Dear Steve and Andy,

What on earth possessed Nintendo to bung a slow processor in the SNES? Having just purchased Gradius for my SNES, I'm having extreme difficulty coping on the stages which slow down (i.e. stage five). Surely they knew that a slow processor would cause problems on a superior system like the SNES?

Incidentally, I love your mag, but I'd like to see more reviews of older NES games such as Airwolf, Paperboy, Xevious etc. With the outrageous price of new carts these days, I find myself looking at

older, cheaper titles, but I still don't want to waste my money on a crap game.

**Adam Newman, Romford**  
Age 19

Dear Adam,

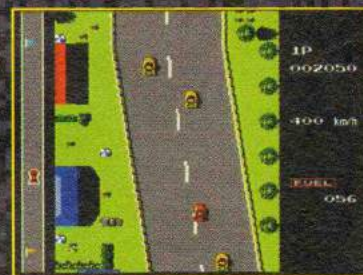
Oh, come on! Gradius III isn't that difficult to play even with the slow-down - you're just making excuses (if you want to see real slow-down, play Super R-Type!). Besides, it seems that most of the new games don't suffer at all because programmers are getting used to the machine and they're designing games more in line with what the SNES can cope with.

We've already said that if you want older games reviewed just write in and ask - but nobody did. I've taken note of your games and they'll get reviewed soon! **STEVE**

## What does it all Mean?

Dear Steve,

I am a massive fan of TOTAL but I also get Mean Machines as well. I see that you reviewed Road Fighter and gave it 44% - well, I think that you are a bit generous with your



Is Palcom's Road Racer the crappiest game of all time? Well, we don't think so (mind you, it's pretty damn close!).

marks because in Mean Machines they gave it 9% and said it was the crappiest game ever. If you give games more credit than they deserve, are you not being a bit misleading? I could have bought Road Fighter and been totally ripped off.

**Jason Stapleton, Weymouth**

Dear Jason,

We had a real problem with Road Fighter because even though it looks like a real dog, it actually plays quite well and is horribly addictive. I dunno why, but it's just one of those annoying games which you can't stop playing. We were going to rate it even higher but for the fact that it only has four different levels and it's far too expensive. In the end 44% was



Gradius III on the SNES - it may not be the fastest game of all time, but it's still darn playable!



bang on – and let's face it, if you buy any game which gets less than 50%, you're just asking for trouble!

Road Fighter definitely isn't the crappiest NES game ever – Mean Machines have obviously never played Godzilla! **STEVE**

## PAL SNES? No, chum

Dear TOTAL,

Recently I decided to invest in a 16-bit console, and after looking at both the Sega Mega Drive and the Super NES I decided to buy the Super NES.

As a regular reader of your fine publication, after reading your articles I decided to wait for the official PAL version rather than buying an import. Although aware of the fact that only four titles would be available for this version at the time of release, this did not deter me until after purchasing my SNES, when I found it impossible to obtain any of these games. I must agree with some of what Jean-Paul Sampson had to say about the Bandai marketing system (issue 4), as after spending £150 I now feel that I may have made a

mistake, as there are lots of titles readily available on import.

So come on, Bandai, show some support for those of us who have waited and waited for the official release of this otherwise fantastic machine, and at the same time reduce the need for this 'grey market'.

**Sean Heath, Reading**  
Age 23

## In Mode 7 heaven

Dear Steve and Andy,

I think your mag is great. I'm glad we Nintendo gamers have a mag totally devoted to Nintendo. I have a few questions which I hope you can answer for me:

- 1 How does Mode 7 on the SNES work? Do you program it or does it work automatically?
- 2 Who won the Spill the Beans thingy in issue 3?
- 3 How many games come with the Super NES? What are they, and are they any good?
- 4 How many copies of TOTAL do you sell per month in the United Kingdom?



Pilotwings with some Mode 7 magic – but then, even clever graphics hardware needs help from programmers!

That's about it! Cheers, and keep up the good work!

**Phil Parkes, Dorset**  
Age 14

Dear Phil,

1 Mode 7 is a powerful part of the Super NES hardware which can scale, zoom, distort and rotate a bit-mapped graphic up to 16 x 16 screens big. The hardware cuts a lot of mathematical corners but the programmer still has to tell it what to do and when. **STEVE**

2 Check out the news pages! **THICKY**

3 You can now get the Super NES packaged either with Super Mario World (SMB4) or with the Super Scope and six-game combo cart (check out our review on page 46 for full info.) I'd go for the SMB4 set if I were you. **STEVE**

4 TOTAL is now selling around 100,000 copies every month – not bad for a magazine that has only been around for eight months, eh? **THICKY**

## Weird Places I've Played My Game Boy



(Number 5)

NAME Matthew Kendall FROM Hampshire  
AGE 9 FAVE GAME Super Mario Land

Matthew imprisoned in a cage with a ferocious wild animal, but does he show any fear? Not on your nelly, because he's got his amazing ferocious wild animal-quelling Game Boy to protect him. Whoo!

Oi, come on! We know you weirdos are out there! So send us all those pix of Game Boy-playing antics so we can print them in the mag. Send them to: Weird Places I've Played My Game Boy, TOTAL!, 30 Monmouth Street, Bath BA1 2BW. If they're really unusual we'll give out some of our wonderfully tacky prizes. Maybe.

Dear Sean,

I can't believe you're having problems getting hold of the UK SNES games! Try Toys 'R' Us – they've always got a good stock of carts available. The new Reading branch's number is 0734 560400. Or failing that, try contacting some of the mail order companies that advertise in TOTAL.

By the time you read this you should be able to buy F-Zero, Super Tennis, Super Soccer, Super R-Type, Super Smash TV and WWF Wrestlemania. Following that, between July and September you can look forward to The Addams Family, Final Fight, Lemmings, Ultraman, UN Squadron, Super Castlevania IV, Populous and Paperboy 2.

Of course, you could always invest in one of the Universal Adaptors that have flooded the market and play all these games on import now! **STEVE**



Worried about the lack of software for the SNES? Don't – with an adaptor the available library of games suddenly rockets to over 50 import titles!

## Club snub

Dear Andy and Steve,

I am just sending off for membership of Club Nintendo for the seventh time – I've had no reply to the other six, yet I've waited several months in between. Why is this? Does Club Nintendo not exist any more? Are there any other TOTAL readers out there with the same problem?

**Neil Cowley, Calne, Wiltshire**  
Age 15

Dear Neil,

Club Nintendo is still up and running, so it's a mystery why you haven't received anything. They say you must fill in the registration card completely – including your date of birth and post code – otherwise your name doesn't go on file. If you want to check, give them a call on 0703 651010. **STEVE**

## White lines

Dear TOTAL,

After reading your reviews I bought SMB3 for my two daughters who recently purchased a NES. As they are 8 and 10, they haven't got very far (World 3, I think), but I have noticed a lot of white lines and white blocks. These appear at the end of ships, and when Mario jumps up for final bonus block, where a long white line appears from the top to the bottom of the screen on the black. Is the game faulty or is this normal?

**Shirley Wood, Stoke-on-Trent**

Yeah, we get the same problem. The cart isn't broken, it's just the





**Do you have mysterious white lines appearing on SMB3's ghost ships? Could it be spooks in the machine? Or is it just a busted cart? See 'White lines' and all will be revealed...**

weird way your NES scrolls the scenery. The background is made up of lots of 'character blocks' and the white line is a strip of blocks which the game has just forgotten to colour in properly. Or something. Anyway, the exact reason is dead technical, I don't know it and it doesn't spoil your fun, so don't worry about it! **STEVE**

## Big bad ads

**Dear Flongies,**

I have bought every issue of your mag so far, and while I think it is basically very good, I can't help noticing that more and more advertisements are appearing every month. Whilst I realise that this is gaining profit for yourselves, if more ads mean less reviews etc., then I am sure many of your readers would agree that they'd rather go without the ads.

Anyway, now I've got that off my chest I have a few queries:

- 1** When will CD-ROM be available for the SNES, what will it do, and how much will it cost?
  - 2** Will we continue only to be able to get old Super Famicom games converted for SNES, or will we soon get completely new titles released at the same time as Japan and the US?
  - 3** When will accessories (joysticks etc.) be available for the SNES?
  - 4** Is it your fault that none of the newsagents have your mag at the right time, because usually it's in the shops weeks late, but last month it was two weeks early!
- Robin Brady, Torquay  
Age 21**

**Dear Rob,**

Sorry, you've got it wrong! Adverts pay for the production of the magazine – the printing, the paper

# Support your local SNES

**Dear TOTAL,**

I cannot understand why your totally brilliant mag advertises for Sega Power. I know you think the Sega mags are OK (if you're illiterate), but all they do is slag off that handsome dude Mario (poor chap!). And the advert for the Mega Drive: '100 reasons to buy something Mega and only 6 to buy something Super.' Come on, guys, where's your support for the Super NES?

Another point: as a Game Boy owner I can honestly say that Nintendo is the greatest, and if you are thinking of buying a hand-held, opt for the Game



**It's official! The Game Boy breaks down less often than any other hand-held. Okay, so that's no surprise to us Nintendo freaks, but we need to educate those sad Sega people out there!**

**Prize letter!**

**WRITE ON!**  
**This dude's won some CRAP!**

Boy. I work in a computer store and within the last year we've had quite a lot of Game Gears back for repair, not to mention the lorryfuls of Lynx. What about Game Boy? Not a single one. Goes to show which is the most reliable.

Now, about colour Game Boys: are there colour games already on the market which play on ordinary Game Boys in black and white but would be in colour on a colour Game Boy (e.g. Prince of Persia, Addams Family, Fastest Lap etc.)? If this theory is correct, which games are really in colour?

Last question: can you review Mickey Mouse's Dangerous Chase, or is it no good, as I've only seen it available by mail order.

**Juelz Lee-Deckard, Halifax**

**Dear Juelz,**

We put the Sega Power ad in 'cos, believe it or not, a lot of Nintendo owners also play on Segas. And if you're sad enough to be into Segas, Sega Power is the only mag worth reading.

Likewise with the Mega Drive advert. Magazines rely on the revenue from advertising and if Sega want to advertise in a Nintendo magazine, that's entirely up to them.

We already knew that Game Boy was the best!

**THICKY**

Erm, nice theory about the colour games, Juelz, but completely and utterly wrong! **STEVE**  
Since you've asked, we'll check out Mickey's Dangerous Chase next ish. **THICKY**

and so on. More ads mean a bigger magazine with more room for news, previews, competitions features – and reviews!

- 1** Don't expect the CD-ROM for at least a year. But do expect something very, very special! See this month's news pages for more info.
- 2** Soon we'll have titles released almost simultaneously in Europe and the US, but Japan will still have the lead.
- 3** I'm surprised there aren't more accessories available for the SNES. I'm sure we'll have some new joypads and joysticks soon, though.
- 4** No, it's not our fault. Nope, uh-uh, no way. We're totally

blameless aren't we Andy? **STEVE**  
What? Oh yes, blameless, us. **THICKY**

## Spooky!

**Dear TOTAL,**

I wonder if any other readers have suffered from 'spook' cartridges. I was first alerted to this by the unusual lack of fire-power aimed at my Raccoon Mario as I struggled through Pipe World, but then things got stranger...

In Desert World the map itself began turning blue in chunks, and when I went on board the ghost ship bit at the end, I was again met by spiked cannons and a lack of

spanner-throwing Rocky Wrenches. So much the better, you might think, but it was made more difficult by Mario himself spinning like crazy and his assorted fireballs flying in all directions. The final confrontation with Morton Koopa Jr. was rendered harder by the fact that the screen went black and he didn't appear to be there!

The cartridge has been fine ever since, and I can only assume it was playing up due to heat, or was fed up with the way Bowser was repeatedly re-introduced to his maker.

**Rob Jenkins, Sale  
Age 'a young 24'**

Er... Can't say we've had similar problems with our consoles. Rob. Mind you, Andy's a bit spooky – especially the way he can drink huge quantities of beer, strut his funky stuff at the local discotheque until three in the morning and still be able to stuff a whole kebab into his mouth and then close his lips without throwing up. Very odd, that. **STEVE**

## Write to us!

**And here's how you do it. Just follow these six easy steps:**

- 1** Find a piece of paper.
- 2** Write stuff on it.
- 3** Bung it in an envelope.
- 4** Affix a stamp.
- 5** Write this address on it:

**TOTAL Letters!  
Future Publishing  
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- 6** Post it.  
**And that's all there is to it! Simple, huh?**



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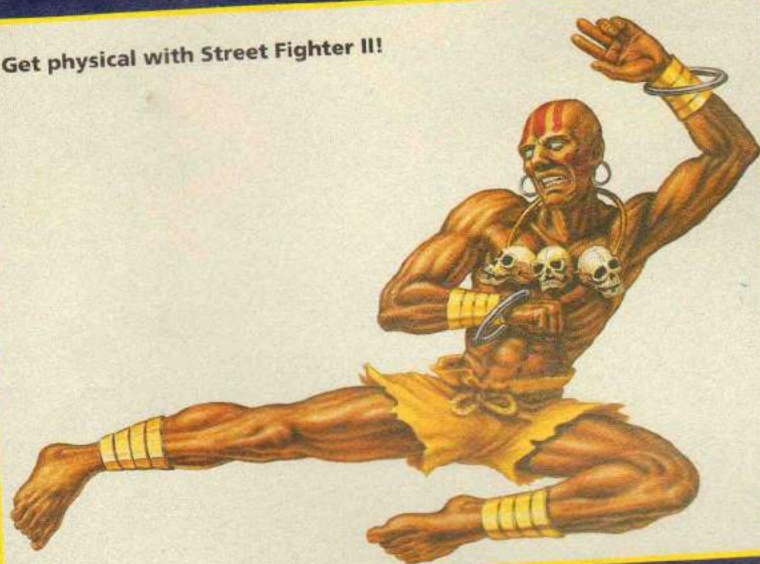
# NES



**26 Castelian** None of that rough streetfighting stuff here on the NES. No sirree. Here's a nice, cute, climb-the-spinny-tower 'em up (eh?) for you NES owners. You've got to make it up via the stairs and lifts whilst avoiding the nasties. Plays tough, looks good, but is it worth it?

# SUPER NES

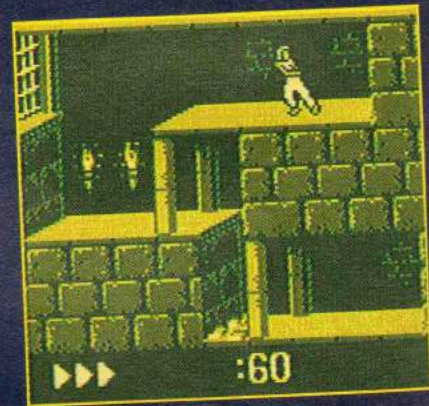
Get physical with Street Fighter II!



**30 Street Fighter II** Get your fists fired up as TOTAL brings you the lowdown on THE best arcade conversion to hit the Super NES yet. Amazing graphics, great sound, superb beat 'em up gameplay - what are you waiting for? Turn to page 30 now!

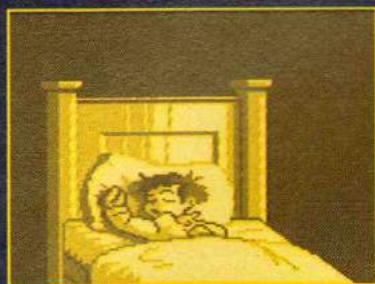
# GAME BOY

Salaam, baby! Sheik Misery Guts hits the rather poorly-stocked TOTAL harem.



**50 Prince Of Persia** Save the princess from the evil Vizier. Well, if the damsel who needs rescuing is anything like those two 'beauties' on the left, I think I'll stay at home and have a curry and chips!





**16 Little Nemo** Wow, cosmic – a game full of giant fungi and happy moles.

**18 Bart Simpson** Bart's back on the NES and he's taking on the world.

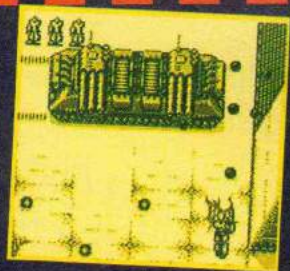
**21 Totally Rad** Yeah! Woo! Unf! Chuf! Dudes!

**34 Krusty's Fun House** Isn't this that naff game show with Pat 'Pratt' Sharp? Erm, maybe not.

**36 Pro Action Replay** Uhh, quite remarkable, Jimmy. It's a gadget that lets you cheat on your SNES and play Jap carts as well.

**38 Battle Blaze** Swords out and pectorals greased for another bout of hack 'n' slash violence.

**39 Musya** TOTAL's turning Japanese, with a game that's as tasty as raw fish-flavoured crisps.



**48 Probotector** Frenzied action in the best blaster on the Boy for ages!

**52 Castelian** More tower-scaling antics.

**54 Bubble Ghost** Wooh! Put a big sheet over your head and blow some bubbles around an old house...

**22 Crackout** More like crackup if you play this simple bat 'n' ball blockbuster for too long.

**23 High Speed** Wanna play pinball on the NES? Sure? Really sure? You won't when you've seen this.

**24 Adventures Of Lolo 2** Cute blob with big nose needs help with tough puzzles. Apply page 24.

**28 Godzilla** This prehistoric game's a real dinosaur and no mistake. Turn to page 28 and 'ave a larf. Go on, I dare you.

**40 Addams Family** Time for all that spooky, ooky, kooky stuff again, I'm afraid. Gomez is still searching for various members of his wandering family.

**44 Super Smash TV** Bingo! Destroy robots for money in TV's most dangerous game show. Now, where's that Jeremy Beadle hiding? I won't shoot, honest!

**46 Super Scope** Stick a plastic bazooka thing on your shoulder and look a bit stupid as you shout Pow! Blam! Urg! and 'Take that, you bounder!' at your telly.

**55 Star Saver** Save the galaxy from the horrors of the giant stray poodle from space. Er, why?

**56 Metroid II** Tally-ho! Bag some Metroids for your trophy case.

**58 Football International** Beat Sweden ten goals to nil as often as you like in this easy little footie game.

**59 Burger Time Deluxe** 'Do you want fries with that?' Fast food frolics-a-plenty as you take on runaway psycho-bangers...

16

30

48





Deep in the night sea lies this wrecked ship. It doesn't move about much, but it looks pretty, doesn't it?



Bloop! Now that you're Fish Bloke you can zip through the water.



Crab Boy can't swim very fast but he can move sideways, so there!

### DREAMS

Cute graphics, cute story, cute music - It's all cute, really. Underneath, though, it's a real challenge

### SCREAMS

Gets too hard too flippin' quickly! Restarts aren't very friendly and movement is often sluggish

If Nemo swims through the wreck, he can grab a ride from the crab. Dig and you'll find a-key!

## For NES (1 player)

From Capcom

Price £35

**L**ittle Nemo's a bit of a pathetic character, really. Unable to face up to the harsh realities of day-to-day life, he instead spends all his time asleep, wandering around an imaginary place called Slumberland. Sad, isn't it?

He's quite a cute little fellow, though, with his romper suit and his little bag of sweeties, so we'll

humour him. Basically, his task is to rescue Morpheus, King of Slumberland, from the evil clutches of the Master of Nightmares who has kidnapped him, by collecting a number of hidden keys. Using sweets to subdue the various creatures he encounters on his travels, he then climbs inside their skins (eh?) or hitches a ride on their backs

to help him in his quest.

The first thing that strikes you about Little Nemo is that it's very colourful. The graphics are big 'n' bold, with a real cartoony feel, and because each level has a different theme there's loads of visual variety to feast your peepers on.

Initially Little Nemo looks like a simple, fun



Fed up with being short. Unable to reach the top shelf to get the biccy tin? What you need is Lizard Boy - guaranteed to enable you to scale vertical surfaces with ease.

# LITTLE NEMO THE DREAM





I've done some stupid things in my time, but I've never felt the urge to dress up as a green horny toad. Looks like Little Nemo's a few feathers short of a duvet, if you ask me...



Nemo hijacks a passing gorilla in the pretty little flower garden. Trouble is, King Kong Jr is terrified of snakes. What a wimp, eh?

game, but don't be fooled by its superficial cuteness – after the first level it gets incredibly hard and you'll really start struggling to get anywhere. Don't give up, though, because it's still great fun to play, and the later levels are really worth seeing.

The main problem with this game is that the movement is annoyingly sluggish, and you really wish that there was a little more spring in its step. Still, there's plenty going on, so slow progress



Turn Little Nemo into Mole Man and you can burrow down to hidden objects – like that vital key buried underneath the lawn.

doesn't really affect it too much, but when you die and get put back to the start of a section, it's a real pain trudging back again.

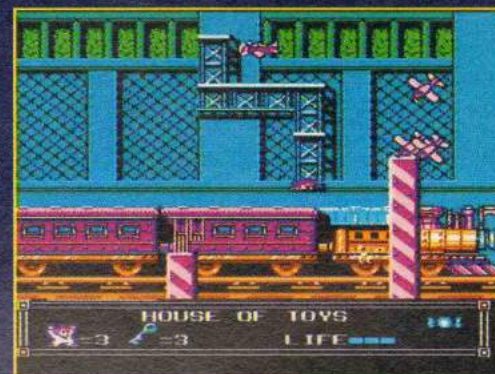
However, the more you play it, the less you notice things like that. This isn't the best game in the world, but a lot of imagination has gone into it – it looks gorgeous and is a real challenge. Just stick at it and you'll be rewarded.

ANDY

**TOTAL!**



'I want to be a frog.' Chuck some gum at him, wait for him to blow a bubble, then leap on him and you'll get a nice frog suit.



Chuff, chuff, chuff! Woo, woo! Ride on top of the train, jump a few hazards and you'll get through the House of Toys easily.

## DREAM MASTER

### Looks



■ Excellent cartoon-style graphics. All the different 'dreams' look great!

### Sounds



■ Lots of cute little tunes and some funny spot effects fit the game perfectly

### Gameplay



■ Fun game with lots of things to play with – but it gets hard very quickly!

### Life span



■ With seven different levels, this tough little game will take a while to crack

A fun cartoony arcade adventure game that looks and sounds great. Be warned, though – Nemo's dreams may soon turn into nightmares!



**Final rating**  
**77**  
**Percent**

# MASTER



**Confucius say:  
Ah so! Don't  
have a cow,  
man!**



Krusty can't afford a decent blackboard so the China level games are shown on this manky bit of parchment. Finish three games and you can challenge Fu Manchu.



Arcadey bit number one – the boat. Dodge the fireworks and snatch the map. It's a load of old junk, really.



This quiz is your chance to bore your friends with your knowledge of incredibly tedious Simpsons trivia.



Yes, it's one of those infuriating sliding puzzles you always find in your Christmas stocking. Aaargh!



You've played this one before, too. It's that matching pairs game, but here all the cards have Bart's mates on.



Arcadey bit number two. Wheee! Skateboard along the Great Wall of China – well, some of it at least.



Fan-tastic! Bart has to kill Fu Manchu Burns by chucking balls at him, but watch out for the ricochets off his fan.

# BART VS. THE WORLD

**For NES (1 player)**

**From Acclaim**

**Price £40**

**B**art and the Simpsons are on a worldwide treasure hunt for Krusty the Clown collectables. But what Bart doesn't know is that it's all a set-up by the nasty Mr Burns, who plans to rid Springfield of the world's worst family

once and for all. Confused? Well, I am, but that's what Bart vs The World is about.

What all this boils down to is a rather different arcade adventure, with five mini-games thrown in as well. There are four levels – China, the North

Pole, Egypt and Hollywood – each with five different games to play through. Bart has to collect a map or some other vital object to finish each section. On the way he can pick up little Krustys, and when he finishes the whole level, including its

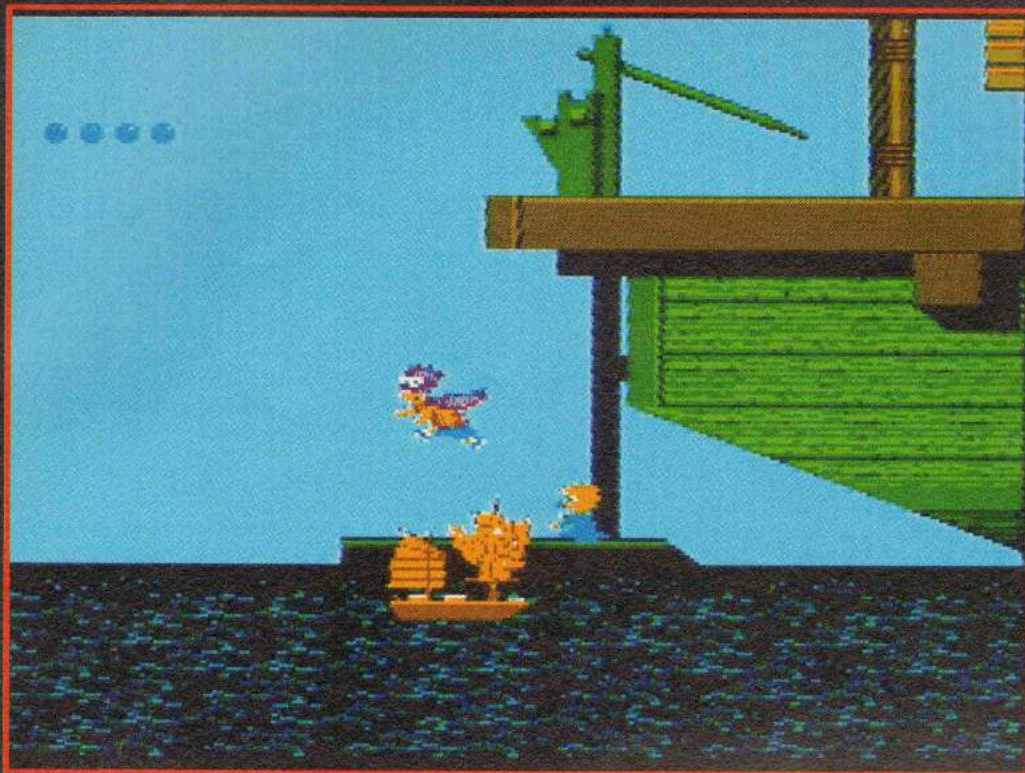


Who's that strange yellow woman with the blue-rinse hairdo? Er, it's your mum. Topple Krusty's statue by heading the balls she chucks.

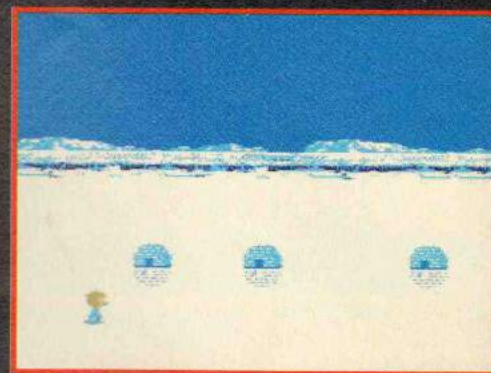


Bart's stuck in Ice World. Watch out for those stalactites – or are they stalagmites? Never could remember the difference.





Is it a bird? Is it a plane? No, it's Bartman, indulging in some caped crusader-type antics.



It's Paul Daniels time - Lisa has to guess which igloo Krusty is hidden under. What do you think of that? Not a lot, actually.



This one will last about two minutes. Press the button to stop the pictures spinning - if you can line up three the same you win.

# WORLD

mini-games, he gets bonus points for every one.

The platform games are the major part of the game, but they're a bit of a let down. They're simple arcade romps, with a bit of exploring, a bit of collecting,

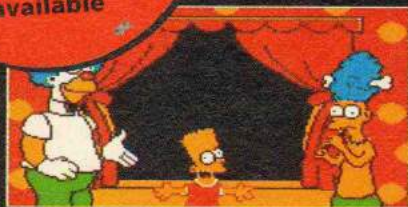
even some skateboarding for good measure. They're not

exactly big, and don't look too impressive either.

Bart's controls aren't particularly responsive and the edges of the platforms are difficult

**COWS**  
Basic gameplay, and if you don't like some of the sub-games it'll get on your nerves really quickly. Collision detection is badly flawed

**WOWS**  
Original and easy to get into, and intially great fun. There's lots of variety in the different games available



BART SIMPSON?!!

Heeere's Bart! After winning a Krusty the Clown painting competition, Bart gets to enter a round-the-world treasure hunt...

to judge accurately. All this is enough to make you madder than a village full of idiots, but despite the drawbacks there's a strange pull that keeps dragging you back to play.

As for the mini-games which make up the rest of the game, there's a matching pairs card game, a sliding block picture puzzle, a very basic slot machine, a trivia quiz, and a find-the-pea-under-the-egg cup sort of thing.

They're very simple and most take only a few goes to master, after which they can become a chore.

The format of Bart vs The World is a great idea - loads of little games that you can dip into at will. The problem is that both the mini-games and the arcade sections aren't much fun after the first

few plays - it's just a case of going through the motions. There's no password system, which means you have to go over all the boring little bits you've done to death already just to get anywhere near something new. It might appeal to your little brother or sister, but for anyone else it'll probably be too frustrating.

STEVE

**TOTAL!**



MY THIRD COUSIN, FU MANCHU BURNS, SHOULD MAKE QUICK

... But it's all a trick by Bart's arch-enemy Mr Burns, whose fiendish relatives have set various traps for you along your route.

## BART VS. THE WORLD

### Looks



■ The Simpsons look cartoony enough but the backgrounds are nothing spectacular

### Sounds



■ The TV show tune warbles away nicely, and there are some tinny tunettes

### Gameplay



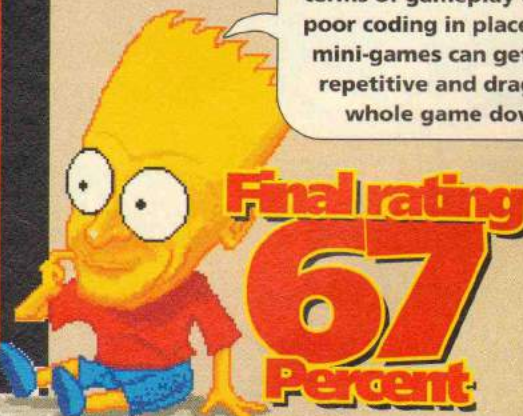
■ The various games can be fun, but they're not really challenging enough

### Life span



■ The multi-game format is a good idea, but it'll probably soon get annoying

Great idea, but fails in terms of gameplay due to poor coding in places. The mini-games can get very repetitive and drag the whole game down





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This is you in the form of an eagle. This enables you to fly, funnily enough. Look how easily you can avoid those flames.



I'm eagle-dude again. Why? Because in this form you can simply fly along the top of the screen and avoid everything. Daft, huh?



I am now the mighty Fish Bloke. As such, I can effortlessly glide through the watery sections. Er, but this isn't one of them.

**Y**o! Like, totally gnarly, bogus and awesome, man! Sorry, but yet another group of 'sad individuals has fallen prey to the Bill And Ted/Wayne's World syndrome. Sufferers try their hardest to be as youthful and hip as possible but only end up sounding like berks. This game is full of phrases that make you want to cringe every time they appear.

Still, let's take a closer look at the game itself. As Jake (a rad kinda guy) you're training to use magic, and just as you're getting into it you get attacked by all manner of weirdos. Despite being only a novice magician, you can change yourself into a

lion, an eagle or a lizard, and can use ten different magic spells as weapons. This would all be very ingenious if there were distinct areas in which you needed each of these abilities, but it's quite possible to change into an eagle and fly all the way through the first two levels without losing any energy. (Why bother putting any enemies in at all, we begin to wonder.)

Another problem is the difficulty structure. The levels themselves are no great problem (especially if you

can simply fly through them), but the guardians are incredibly hard to beat.

No one's afraid of a challenge, but it gets very tiresome if the only thing preventing progress is the guardian. Repeatedly ploughing through long levels and dying at the end is a real pain.

No, although there's a lot of potential here, *Totally Rad* is bit of a let down. If a little more thought had gone into the range of abilities you could use, then this might have been good, but as it is I doubt that you'll want to play it for much longer than a couple of days.

ANDY

**TOTAL!**

**RADISH**  
What's here is pretty varied. The graphics are good and the meanies are dead original. Very challenging

**SADDISH**  
The difficulty curve is blinkin' awful. Special powers are available all the time - stupid. Soundtrack will drive you nuts

For NES (1 player)

From Jaleco

Price £40

# TOTALLY RAD



The dreaded Biclopter. Destroys his enemies by spitting things at them, stomping on them, or worst of all, playing a sinister game of eye-right with them. Pretty disturbing, isn't it?

## TOTALLY RAD

**Looks**

■ Almost totally rad. Nice sprites, colourful backdrops and HUGE guardians

**Sounds**

■ The sound FX are fine, but who on earth wrote that blimmin' awful soundtrack?

**Gameplay**

■ Annoying more than anything else. The difficulty structure is dead patchy

**Life span**

■ Challenging enough, but you may get frustrated by the poor game design

It looks lovely and there's a lot of originality in there. But the cack design and over-the-top difficulty setting drives you totally mad

**Final rating**  
**54**  
**Percent**



# CRACKOUT

**For NES (1 player)**

**From Palcom/Konami**

**Price £35**

**L**et's get things straight from the beginning: this is Breakout, right? Bat, bouncing ball, bonuses and breaking blocks.

Now, considering Breakout is about a zillion years old – and has been taken to its extreme by the likes of Arkanoid I and II – you'd have thought anyone doing a Breakout-style game would have added some extra bits to make it more exciting. Or had some nice screen designs. Or something!

Sadly, Palcom (who are steadily becoming a label to look out for and avoid) have opted for the 'let's rip off Arkanoid but not bother making it playable' option.

Crackout has all the ingredients: unbreakable blocks,

level warps, power-ups, secret bonus panels – even small, cute green and pink monsters.

However, Palcom have managed to mess it up a treat. Simply put, what we have here is poorly designed, unexciting to play and drab to look at. The bonuses are badly handled, appearing totally at random – even when they're vital to finishing the level.

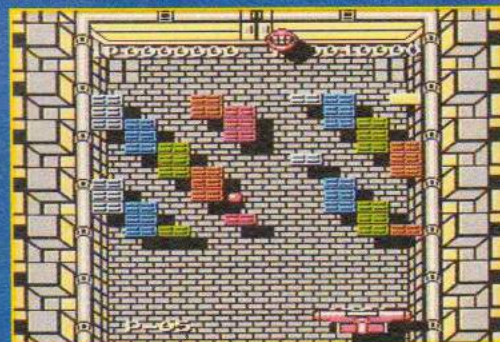
Mercifully, the torment is short-lived because, thanks to infinite continues and passcodes, you can romp through all the levels in a couple of hours.

But, of course, anybody with any sense would have taken the game back to the shop long before then.

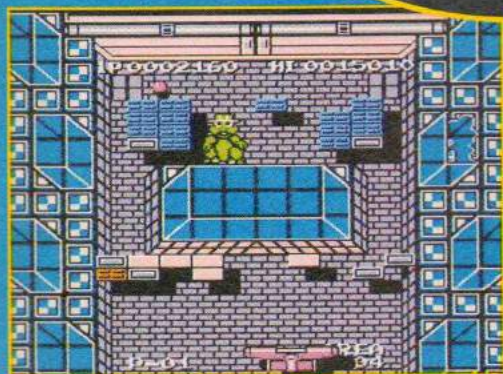
It's Crackout but without the 'r'. **STEVE**

**CRACKING**  
It's hard to dislike the classic bat 'n' ball gameplay. Lots of bonuses to collect

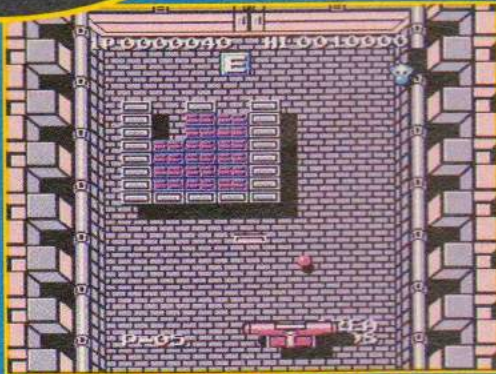
**LACKING**  
A wealth of bad design makes it the most tedious Breakout game so far



Is it a bird, is it a plane? Nope, it's your bat. (Sorry... bit of a let-down really).



Don't get too excited by the appearance of this green monster. He doesn't actually do anything – you just kill him for points.



This screen is impossible without missiles, and the rotten game makes you wait for ages until it kicks some out! (Dumb game.)

## Batty pick-ups

To spice things up a bit, Crackout lobs a few icons at you for the following effects:



Wide bat



Hard ball



Missiles



Smart bomb



Slow down



Bonus points



Shooty ball



Extra time



Twin balls



Level warp!

**CRACKOUT**

**Looks** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Nothing interesting, clever or even colourful. In fact, it's all horribly bland

**Sounds** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ A few different spot effects, but nowt worth warming up your lug-holes for

**Gameplay** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Plays okay, but the screens are badly designed and the pick-ups are naff

**Life span** ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

■ Pretty tedious, and passcodes seal its fate. One day's play is all you're gonna get

A classic game style with pointless additions, limited gameplay and no lifespan past a few hours. A waste of silicon chips, if you ask me...

**Final rating**  
**22**  
**Percent**



# HIGH SPEED

**H**ands up all those who love pinball. Blimey, that many. Well prepare yourselves for the disappointment of the century. It's not that High Speed is a really awful pinball simulator – the movement is quite realistic, after all – but they must have chosen the most tedious table they could find to base the game on. True, there are a few bits added that wouldn't be possible on a

**For NES (1 player)**

**From Jaleco**

**Price £45**

**PINS**  
Well yes, it is pinball. If you're a pinball freak you might get something out of it



Horrors! Don't let the little orange balls reach your flippers, or they'll nick 'em. Still, a helicopter should come to the rescue.

real table, like the bonus games or the way little creatures appear which destroy your flippers, but this tends to increase the frustration factor rather than the playability.

Another cheesy aspect is the way the table itself is drawn. For a start, it doesn't all fit onto the screen at once, so it scrolls up and down instead. This is okay most of the time, but occasionally, when the ball is travelling really fast for example, it's hard to anticipate where it's going to end up. And for heaven's sake, pinball is random enough as it is without this on top. What's more, instead of making the graphics nice and clear, the table is a complete jumble of foul colours and over-complex elements, making it even harder to see the action.

The more you play, the easier it becomes to work out exactly what's going on. But by the time you've sorted it all out, the frustration will have set in and you'll probably never want to play it again. An

**BALLS**  
Messy visuals, frustrating gameplay, and only one table. A very limited game

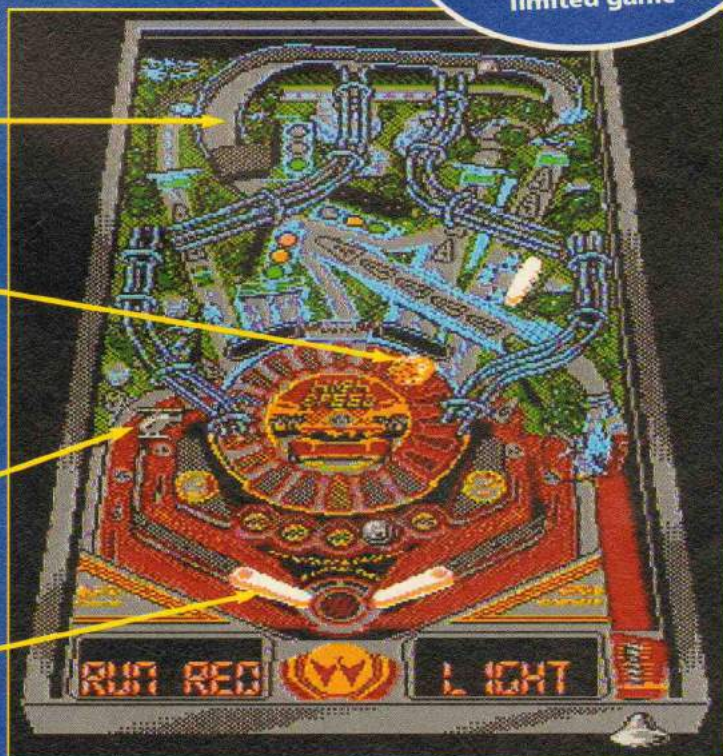
## A whole new ball game

Get the ball around this track a few times to get massive point bonuses.

This orange blob captures your ball and drags it down through the flippers.

Collect three helicopters (or three dice) and you get transported to one of the bonus games.

These are your flippers. Frequent flipping is called for. Flippy, flip, flip.



The red car and the blue car had a race... This race game is the bonus round – you have to hit your opponents to slow them down, and hit yourself (the red car) to speed up.

occasional bash is good fun, but when you're talking £45, the wisdom of actually buying the game is questionable. Even pinball wizards should think twice about this one.

ANDY

**TOTAL!**

## HIGH SPEED

### Looks



■ No, sorry. The scruffy graphics and scrolling table don't work at all

### Sounds



■ Some neat speech and plenty of other effects. Best thing about the cruddy game

### Gameplay



■ Not bad when you get into it, but it's tedious – play on a real table in an arcade!

### Life span



■ It'll take ages to top the high score table, but you'll top yourself first

If you've ever played real pinball on a decent table, you'll be totally unimpressed by this. The ball movement is okay but the gameplay is frustrating



**Final rating**  
**47**  
**Percent**



# THE ADVENTURES OF LOLO 2

For **NES (1 player)** From **HAL Laboratory, Inc.** Price **£30**

**O**kay, so who remembers Adventures Of Lolo 1? Oh, none of you. Drat! I was hoping someone would be able to tell me about it – now I'm going to have to bluff. So, er, that Adventures Of Lolo, what a game, eh? We certainly loved it here at TOTAL, and we've been looking forward to the sequel

ever since. And now here it is! Wahey!

Actually, it doesn't matter if you don't remember Lolo 1, because since the evil King refused to die at the end of it anyway, all the hard work you would have done completing it would have been wasted. This time, though, he's absolutely, cross his heart and hope to die, promised to kick the bucket if you can complete all 50 rooms in his tower of puzzles. To do this you simply have to collect all the hearts and open the jewel box to unlock the exit door. Of course, there are complications, in the form of deadly baddies, fiendishly-constructed passageways, impassable rivers – all the usual stuff.

In terms of gameplay Lolo 2 is like a cross between Kickle Cubicle, Boxxle and Boulder Dash, with a similar 'one mistake and you've blown the

**LOLOS**  
More challenging than many puzzlers we've seen recently – even the first few screens will have you scratching your head

**LULUS**  
It's all a bit, er, brown. Doesn't have much of a spark to it, and you'll probably give up through boredom before you complete it



Whoopee! No baddies left and the treasure's yours for the taking.

## The lowdown on Lolo

See that little blue blob with googly eyes? Er, that's you, I'm afraid.

Here's the treasure chest – this is what you want to get your grubby mitts on.

This is Rocky, apparently – changed a bit since he was in that boxing film, hasn't he?

This is a one-way passage, so called because you can only go through it one way, surprisingly enough.

You have to collect all of these hearts before you can pick up the treasure chest.



Yep, it's a puzzle game. Toddle around, pick up strange objects and, er, that's about it.

whole screen' routine (although there are passwords for every level). But the real problems come in working out the frequently tortuous solutions to each stage, as this is one of the more involved puzzlers ever seen on the NES. Even the third screen took me about 20 goes to work out, and the further you get, the more devious it becomes.

The drawbacks are that the game's got an unfriendly, picky feel about it (nudge a block just a pixel too far and you might as well kill yourself and start again). The graphics are predominantly dull green, dark blue and brown, giving things a very glum, depressing look compared to the bright and cheery Kickle Cubicle. If you liked that game and fancy something a bit tougher, this'll fit the bill, but it didn't do an awful lot for me.

ANDY

**TOTAL!**

## LOLO 2

### Looks



■ Pretty sprites, nice cameo screens and smooth movement, but yukky colours

### Sounds



■ A catchy little tune, but not much happening on the FX front

### Gameplay



■ Quite tricky and engrossing, but a bit repetitive and lacking in action

### Life span



■ Passwords for every level, so a week at the outside should see you through

A decent enough little puzzler, but it lacks the character of Kickle Cubicle or Boulder Dash. Pretty average stuff, really



Final rating  
**65**  
Percent



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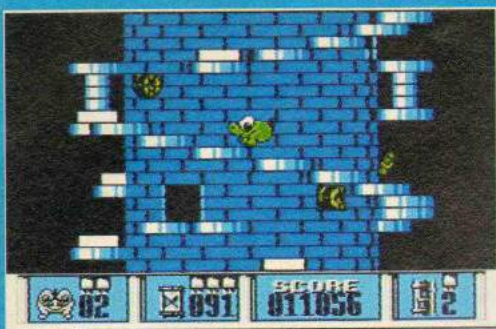
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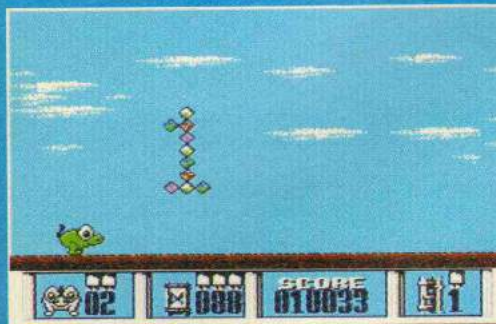
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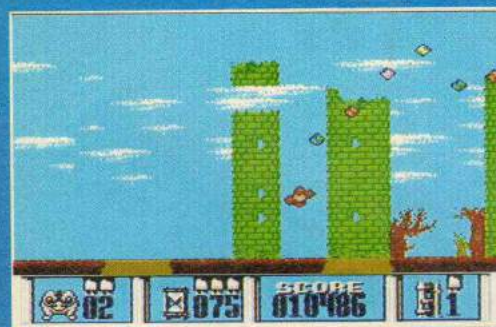




Aaargh! A sliding staircase with an alien waiting at the top – blimmin' 'orrible!



The bonus round begins – and occasionally ends – here. Get them diamonds, quick!



Now you see him... Julius achieves the remarkable feat of completely disappearing in the bonus round.



Here you're in the Realm of the Robots, the second tower of the eight you have to complete. Just jump over that spiky thing and you can use the lift. Ding! Going up!

# CASTELL

## For NES (1 player)

**A**lways the same, isn't it? You wake up one morning to find that your small but rich nation has been surrounded by eight alien towers and only an Anurian Hybrid called Julius can save you. Tsk.

At this point you may be a little confused, so we'll ignore the plot and stick to the game. Castellan is one of those puzzley affairs with a fair amount of arcadey action thrown in. Each of those eight towers has ledges perched at various heights around its circumference. Guiding Julius (that Hybrid thingy), you start at the bottom and use your skill, cunning and arrow buttons to jump, slide, fall, and perhaps even walk in order to reach the top of the tower and blow it up – within a time limit.

Your basic obstacle is the gap, which can be easily jumped. Then there are doorways – disappear into these and you reappear on the other side of the tower. Lifts,

## From Sales Curve

surprisingly, go up and down, and take you further up the tower. There are certain stair sections that are like escalators – once you get on them you have to keep going. Stop and you just slide back down to the bottom. Not only that, but some ledges disappear when you step on them – eek!

What would a game be without monsters? (Unfinished, probably.) There are all sorts here, from the stationary ones that bound up and down in one place, to the ball things that bounce around all over the shop and need to be shot (yep, you can shoot too). Most annoying of all, though, are the orbiting beasts which suddenly appear on one side of the screen and spin their way towards you. The only way to avoid these is to nip in a doorway and come out on the other side of the tower.

Touching a nasty doesn't necessarily mean instant death – you just fall off the platform onto a lower one (or into the sea, in which case you do die). In most cases this is fair enough, but if you're almost at the top of the tower and you end up falling right back to the bottom it's not fair at all! Boo hoo! (Ahem.)

If you do manage to reach the top of the tower you're scored on the time remaining and your technique. Then it's onto the bonus level, where you race along the platforms to the strains of stirring music, collecting diamonds

### CLIMBERS

Frustrating but challenging and enjoyable – it's painful when you lose but you just want to get back up there and try again

### FALLERS

Quite difficult to get the hang of at first. Some of the monsters seem a bit unfair – they're often just too random



It's best if your shots actually hit the aliens instead of just sailing right past them...



# MAN

**Price £36**

and desperately trying not to fall into the holes, which would mean the end of the bonus level.

Castelian is great fun but can also be intensely annoying – particularly the random elements like the orbiting monsters. At first the game seems very difficult but with practice you should zip through the towers (there are no passwords but you do get three credits with three lives each). You could definitely do worse than give Castelian a try – and any game that publicises the plight of Anurian Hybrids has to be worth playing. **ANDY**

**TOTAL!**

## CASTELIAN

### Looks



■ Simple but pleasing – anything else would have interfered with the gameplay

### Sounds



■ Standard sound effects, but there's some energetic music in the bonus rounds

### Gameplay



■ It's the old 'easy to learn, hard to master' concept – you'll play until you win

### Life span



■ You'll want to beat it, and then you'll want to beat your times for each tower



Very frustrating at times and sometimes seems unfair, but it's great fun and definitely worth some solid hours of gameplay

**Final rating**  
**71**  
**Percent**

## Towering infernal

Walk through this door and it's the end of the level – after a wink from Julius. Cute little fella, isn't he?

Wait until the orbiting eye is over to the right, then nip onto this lift and get through the door, quick!

This platform also disappears when you stand on it, so you need to jump over from the lift. It's tricky.

This pile disappears when you land on it, allowing you to get at the lift underneath. Then you need to go up in time to miss the orbiting monster above.

Drop down from here and go left, but watch out for the orange bouncing around below. Shoot it quickly.

Head up the sliding staircase carefully – that eye can easily whack you on the head, and it's blimmin' annoying when it does.

This block has to be shot so you can get past, but unfortunately that releases the bouncing orange thing. Kill! Kill! Kill!

It's best to wait until this rotating nasty is almost on top of you, then nip into the doorway. That way you can't be killed when you re-emerge.

Your first obstacle. Duck under it – simple as that.





**Price £35**

**THRILLAS**  
Well, what can I say?  
Not a lot, actually. In  
fact, nothing at all -  
this game has got  
no good points  
whatsoever

The old 'B' movies that this game is based on were tacky enough, but there was something strangely engaging about them. As for this, well, it's complete and utter tripe. And if you think I'm getting a bit carried away, tough. I can't do anything other than desperately wave my arms around shouting 'DON'T DO IT!' If this game was a person it would have been arrested, tried, convicted and sentenced to life imprisonment without the option of parole. Producing crud like this is a crime. **STEVE**

**'ZILLAS**  
Crap graphics, crap  
gameplay – crap every-  
thing, in fact. This  
game has crapness  
oozing out of  
every pore

**TOTAL**

Wow! Look at the size of that sprite. I bet it's really impressive when it's all moving. Er, no. The animation is, hmm, well, dire.



It's a showdown between Mothra and the Archbishop of Canterbury. Be careful not to get trapped in the bottom left hand corner.



No, no, you berk. It's slow, slow, quick, quick, slow. This 'ballroom dancing for giant fictitious creatures' course was a bad idea.

■ **Challenging only because it's so unplayable. Best place for it is in the bin**

From the screenshots, you might think this is a bit special. Whereas, in fact, these screenshots contain just as much action as the game itself. It's crap!

**Final rating**  
**10**  
**Percent**



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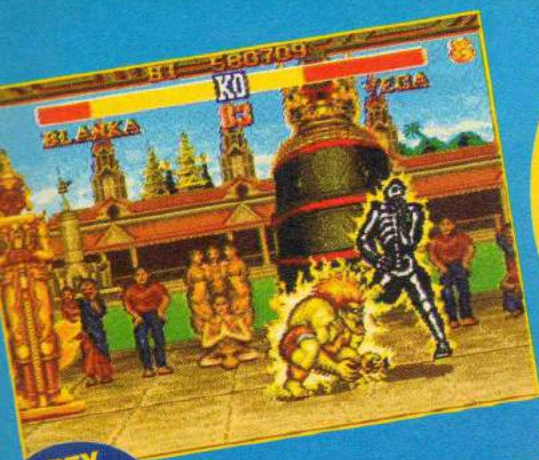
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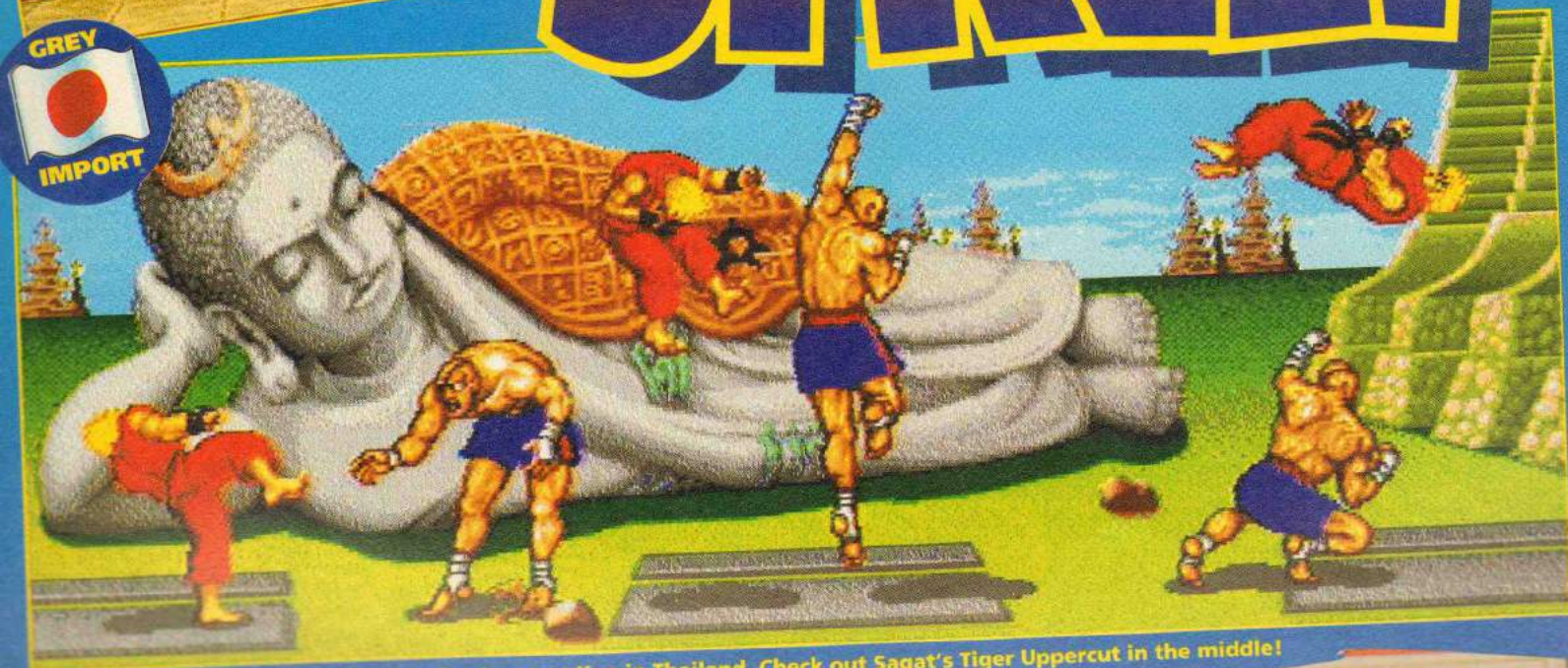
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# STREET



This is a montage of Sagat doing the business on Ken in Thailand. Check out Sagat's Tiger Uppercut in the middle!

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# FIGHTER 2

**For SNES (1-2 players)**

**From Capcom**

**Price Around £75 (Grey import)**



Chun Li demonstrates that a pile of bricks has no chance of remaining intact around her incredibly powerful leg! Actually, this is one of two bonus rounds where your fighter gets to smash things up for points. The other one's a car-wrecking scene!

**A**t last, the biggest Nintendo game of all time has arrived! Capcom have managed to squeeze the original Street Fighter II coin-op into a 2 Megabyte (16 Megabit) cart. That includes all the special moves, the animation, the superb parallax scrolling, sampled speech – the lot. And I'm happy to report that it's a stunner!

The gameplay, for anyone who hasn't seen the coin-op, is a straightforward one-on-one beat 'em up. Not to be confused with urban brawls like Final Fight or the Double Dragon series, SFII's action always takes place in one location. Each contest is the best of three bouts, then the winner faces a different opponent in another country.

As with the coin-op, you can play head-to-head or solo. Fight on

your own and you have to face and defeat 11 mean street fighters from around the globe. In the two-player mode, you control different fighters and the game keeps a league table of wins, losses and draws. Actually, drawn games are rare – most fights end up with one character looking like he got out of bed the wrong side, straight into a combine harvester.

(Reader's voice:) Erm, well excuse me but that sounds like it's a bit dull, really.

(Me:) Yep, on paper, SFII doesn't exactly grab the imagination. But where SFII scores over other beat 'em ups is in the sheer number and diversity (wooh, big word!) of the combat manoeuvres you can perform. Each button does a different move, depending on how close you are to your

**CHUN-LI**  
One of the best coin-op conversions ever: sound, graphics and gameplay in perfect harmony. Superb beat 'em up action, with dozens of moves and a host of adversaries!



## E. HONDA

Japan's number one fat boy now trains young wrestlers in the ways of the Sumo – putting mind and body in perfect harmony. Suspecting that his sport was underestimated by other fighters, he joined the World Street Fighter Tournament to put Sumo back on the map. Beware his Sumo Crush – this back-breaking bear hug can squeeze the life out of his adversary.

### Sumo Torpedo



Blubber bullet! E. Honda can perform this move at close range for a double hit.

### Lightning Hand



Honda's hand moves so quickly it's like being hit with many hands at once.

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## Give it some stick!

SNES joypads are pretty hot, but they're still no match for a good stick – especially with SFII's special moves. Well, Capcom are coming to the rescue with a whopping great controller called the Power Stick Fighter. This cable-less infra-red unit has the same layout as the SFII coin-op and has been designed specifically for the game. However, it works on any SNES game and is compatible with the NES. If it ever reaches these shores you're looking at £60, so start saving.

you're moving, crouched or jumping in the air. And then there are the special joypad/fire button combos which unleash magic fireballs, flying spin kicks and power punches on your enemies!

As you learn which moves and combinations work best, SFII just gets better and better. It's not long before you get the hang of the special moves (which are darn tricky with a joypad) and the game really comes to life.

There are eight strength settings which enable you to even things up between human players, and which also act as difficulty levels for the solo contest. You'll thrash the game on level 0, but beating the computer fighters on level seven should certainly give you a few headaches!

**BALROGS**  
Let's face it, SFII is wildly expensive! Accessing the special moves can be annoyingly tricky with the joypad. If you're into the Championship Edition, SFII doesn't have much to offer you

## M. BISON

Ex-boxing champ M. Bison lost his title through women and booze. He wins through sheer strength and a Super Backfist.



## BALROG

Beware the Spanish bull-fighter's Swan Dive. If his Power Move makes contact, the end isn't far away!



Of course, beat 'em ups are really only as good as their graphics, and visually SFII is just superb! Every bone-crunching, muscle-rending move is beautifully animated and the range of combat is mind boggling: you can play for hours and still keep finding new ways of pummeling face!

But then, well-animated moves need good sound effects to back them up. And (surprise, surprise) the FX in SFII are bottom-clenchingly bad! Hits are received with sickening thuds while the fighters moan and grunt with the agony of it all. Tie it all together and you have one very violent but extremely playable thrash!

Now comes the crunch. This game is expensive with a capital 'E'. Ninety quid is a lot of dosh, whether it's a 2Mb cart or not. SFII costs 9,800¥ in Japan, which is roughly



When M. Bison said to Chun Li: 'Yo! Let's hit the street', this isn't what he meant!

\$75 (or (groan) about £45. I guess it all comes down to how desperate you are to own the finest beat 'em up ever to grace a console.

STEVE

**TOTAL!**

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## ZANGIEF

Obviously as mad as a pebble, Zangief practises his martial art of Sambo by wrestling grizzly bears. That's why he's covered in scars all the time! The massive Russian fighter is unmatched in strength but lacks any missile attacks, relying solely on wrestling tactics to fell his adversary. Like almost everyone else, the proud Russkie has a personal vendetta against dictator Vega.



### Screwdriver



Keep your distance to avoid this neck-snapper. Only the Dragon Punch is more lethal.

### Spin Punch



Zangief can't advance while Spin Punching, but he does become immune to missiles.



## SAGAT

The Thai fighter still carries a chest scar from Ryu's Dragon Punch. To avenge himself he uses his own Tiger Uppercut.



## VEGA

This Chinese dictator is the final opponent in SFII. His power move is the Flaming Torpedo: jump it or die!



## Streets ahead? A quick comparison!



### Super NES version

Just to show how good the SNES conversion is, here's a camera shot showing E. Honda and Chun Li in combat. Water drips from the ceiling and the sign flashes when Honda wins.



### Arcade version

And here's the original coin-op doing pretty much the same thing. As you can see, the only differences are in the amount of background you see and a few bits of scenery animation.



### Championship Edition

Here's the special edition coin-op. There are new backdrops, the players look meatier and now you can control any of the 12 fighters, including Vega!

## STREET FIGHTER 2

### Looks



■ Superb 3D backdrops and a vast amount of animation. A visual treat!

### Sounds



■ Loads of sampled speech and meaty spot effects. The tunes are coin-op perfect

### Gameplay



■ Superb one-on-one beat 'em up action, requiring skill, tactics and speed. Great!

### Life span



■ With eight difficulty levels and a fine two-player mode, SFII has plenty to offer

Fantastic! I love this - and I don't even like beat 'em ups! SFII is horribly expensive - but you do get a coin-op in your living room!



**Final rating**  
**94**  
**Percent**



### Yoga Flame

## DHALSIM

This Indian mystic is a master of yoga, and practises the martial art of Kabaddi. The two disciplines enable him to remain calm at all times and also stretch his limbs to many times their normal length. He is a formidable opponent at long distance and in the air when his Yoga Spear flying drop kick is hard to defend against. Dhalsim's failing is a lack of strength and stamina.

### Yoga Fire



Dhalsim's flame breath can crisp any of his enemies (he wants to lay off those curries!)



Slightly more dangerous are his fireballs, which can toast you at long distance.

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# KRUSTYS

## SUPER FUN HOUSE

I've always found it odd that a street-smart, wise-ass kid like Bart Simpson could choose a dubious-looking clown called Krusty for a hero. But then I've never seen Krusty's stage act – maybe he's a real riot.

Any road up, Krusty is the owner of a massive Fun House – a major tourist attraction in Springfield – which Bart loves. But all is not well in Krustyland: the big K's got a rodent problem (and no, I don't mean he can't stop eating them). Rats

have invaded the Fun House driving all of Krusty's customers away and threatening the closure of Krusty's kingdom.

To evict these vermin, Krusty has enlisted the help of mechanical rat-traps and some of the residents of Springfield to operate them. Every room in the Fun House contains a huge rat-slaughtering device, which zaps the little plague-carriers with 20,000 volts, flattens them with a hammer, or pops 'em like a balloon. Bart and co. are ready to press

the button: all Krusty has to do is get the furry little blighters into the machine...

Easier said than done. The rats, dumb creatures that they are, simply walk around the place. If they bump into an object which is the same size as them, they climb over it; if the obstacle is bigger than them, they



### CLOWNERS

Weird mix of puzzles, pie-throwing and platforms makes for intriguing gameplay. Silly sound effects are dead funny! Krusty's Fun House has 60 huge rooms to de-rat

For SNES (1 player)

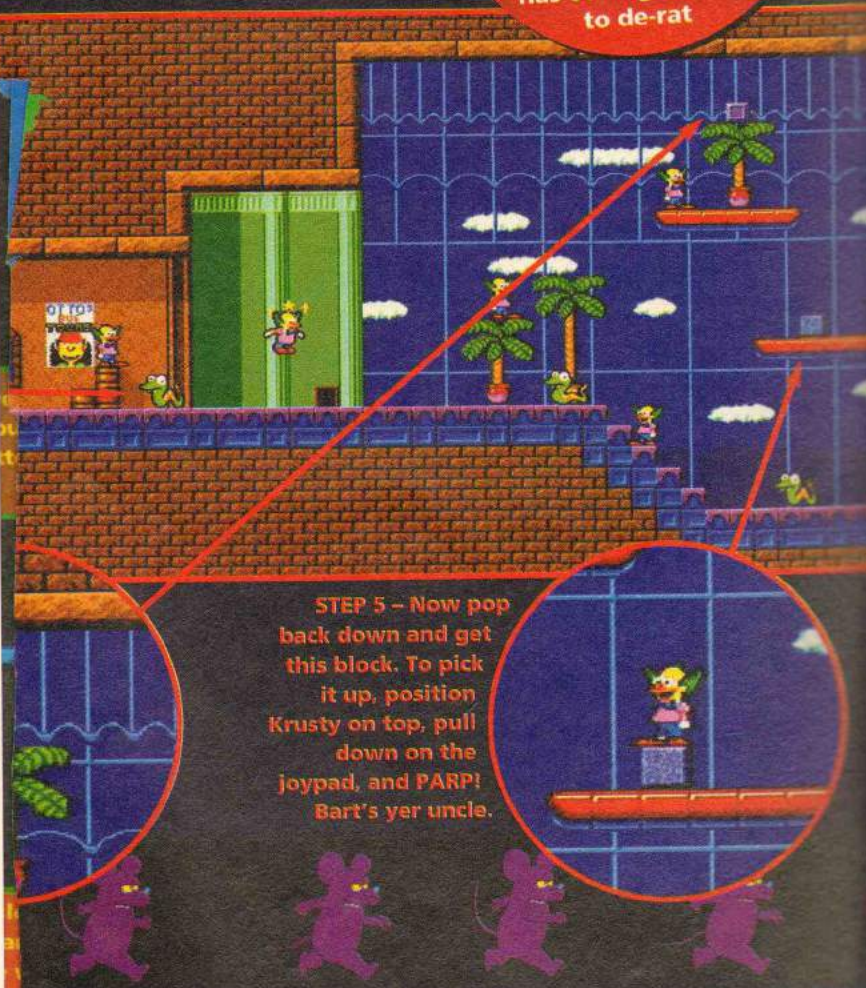
From Acclaim

Price £50

## Clowning around in the Fun House!

Hoo boy! Here's a whole rooms from the first section all joined together

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STEP 5 – Now pop back down and get this block. To pick it up, position Krusty on top, pull down on the joystick, and PARP! Bart's yer uncle.



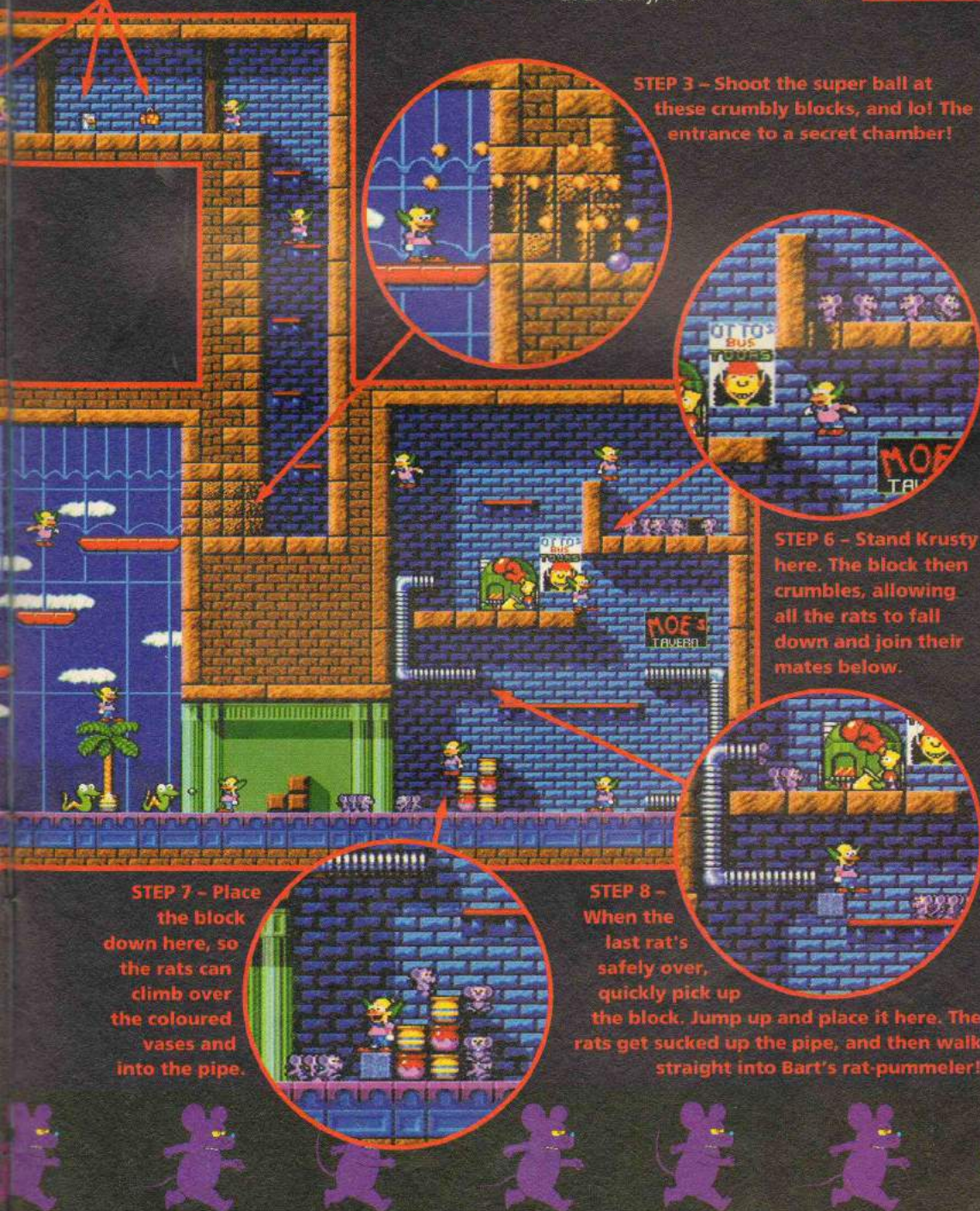
just turn around and head in the other direction.

So only by carefully picking up and placing blocks, replacing pipework and making holes in platforms, can Krusty guide the furry troop to its doom. Once the last furball has been blasted, blatted or blown up, Krusty can leave the room, lock the door and start on the next one.

Sadly for our grinning hero, rats are the least of his worries. Krusty's Fun House is inhabited by spitting vipers, laser-shooting aliens and flying pigs all trying to wear him out, it's a good job Krusty's custard pie-throwing is up to scratch!

It has to be said that the moody graphics aren't

**STEP 4 - Jump up here to collect a Krusty's bag of tricks (10 points), a Krusty mug (20 points) and a Krusty hooter (50 points). The block at the top explodes into stars signalling the opening of a secret passage!**



## DOWNERS

The graphics are a bit too gloomy for a 'Fun House'. Could do with a few more passwords - it's a real pain having to replay the bigger levels. Not very Krusty or Simpsony for that matter

terribly Fun Housey, but they sure do make the game a lot more atmospheric. As you explore the huge (and getting huger as you progress) levels, you can't help feeling that you're in some alien complex rather than a popular fairground attraction!

The blend of puzzle-solving, pie-throwing and platform-jumping strains both brain and trigger finger, and when you chuck in secret passageways, hidden bonuses and stuff to collect, Krusty's Super Fun House adds up to a refreshingly unusual game.

My biggest moan is that you only get passwords after a dozen or so rooms. Lose your last Krusty before reaching the next section, you have to complete all those levels again. But then that's not a very big moan at all really, is it?

ANDY

**TOTAL!**

**STEP 3 - Shoot the super ball at these crumbly blocks, and lo! The entrance to a secret chamber!**

**STEP 6 - Stand Krusty here. The block then crumbles, allowing all the rats to fall down and join their mates below.**

**STEP 8 - When the last rat's safely over, quickly pick up the block. Jump up and place it here. The rats get sucked up the pipe, and then walk straight into Bart's rat-pummeler!**

**STEP 7 - Place the block down here, so the rats can climb over the coloured vases and into the pipe.**

## KRUSTY'S

### Looks



Moody backdrops with loads of depth. Sprites are small but perfectly formed!

### Sounds



The music is better turned off, but the sound effects are a real giggle!

### Gameplay



Good mix of platforms and puzzling. Intriguing to play and addictive, too

### Life span



Lots of levels, big rooms, tough puzzles and passcodes to save your sanity.

Well-weird game with a spooky atmosphere. Exploring huge rooms and solving the rat-catching puzzles is fun. Looks good, sounds funny and is a hoot to play!



**Final rating**  
**80**  
**Percent**



Another hazard in Krusty's Not-Much-Fun-At-All House are these laser-toting aliens. Luckily, they're allergic to custard.



Here, poor old Krust' has soaked up one too many laser hits. As you can see, it's wiped the smile off his face just a bit.



# PRO ACTION REPLAY

**For SNES**  
**From Dattel**  
**Price £50**

**T**here's nothing more annoying than hacking your way through a game only to find that you can't quite finish off that last guardian, or you continually run out of time, or are just plain crap.

But before you hurl your cart out of the window or consign it to the dustbin, why not plug it into Dattel's new Pro Action Replay and cheat your way through?

**PROS**  
Cheats can be turned on and off at the flick of a switch. It also acts as an import games adaptor too! Prolongs the life of your carts, either by playing or code-hunting. It's a real life-saver

This new gizmo allows you to enter life, time and energy-giving codes and to turn them on and off as you see fit. It's as simple as this: you plug a game (of the same country of origin as your SNES) in the top and turn it all on.

When the start-up screen appears you can either enter some of the codes which come with the package or make your own using one of the five 'trainers'. These allow you to hunt down and kill those pesky little memory locations which remember every time you walk into a baddie or step off a diff.

On paper, the trainer techniques sound a bit complex. Mike Connors, Managing Director of Dattel said, "Initially we were worried that people might not be able to get to grips with the trainer, but they don't seem to have had any problems at all."

**CONS**  
There are only 18 games catered for on the cheat cards. The instruction manual uses Sonic The Hedgehog as an example (bleah!). And then there's... erm, well, erm... oh, dunno really

"It's fun: they seem to like messing around with the games, and when they find a code there's a strong sense of achievement."

True, there's a good feeling when, after half an hour experimenting, you find yourself immune to enemy attacks or having infinite lives!

Dattel have designed the Pro AR with two ports and switchable cheat mode so that it has a dual purpose – you can also use it as an adaptor allowing you to play American and Japanese SNES games on your UK machine.

I could wibble on and on about how the thing works but, let's face it, who cares? The Pro AR cart gives you a much-needed helping hand when it comes to bumping off the baddies and it can help breathe life into old carts which you thought you'd never play again!

And handheld owners need not feel left out either – Dattel are already busy working on a version for the Game Boy, which should be available in a few months' time. Bliss!

STEVE

**TOTAL!**



This innocent-looking device holds the key to unlock your games-playing potential (in other words you can cheat like mad!).

## Cheat sheet

The Pro Action Replay comes with a set of six cards with codes for 18 games, including Super Mario Bros 4, Gadius III, Super Smash TV, Krusty's Super Fun House, Castlevania IV, The Addams Family and even Street Fighter II!

It's dead easy to find your own codes – like the ones opposite for SFII – and if you send them in to TOTAL Tactix, we'll print 'em. The sender of the best ones used each issue wins a brand new SNES game worth £50!



## Win a Pro Action Replay and a copy of Street Fighter II!

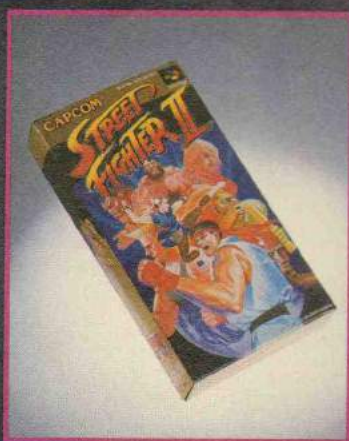
Suitably impressed? Good, 'cos here's your chance to win one of TEN Action Replay carts – and the first prize winner strolls off with a copy of Street Fighter II into the bargain!

Since the Action Replay cart is good at giving you infinite lives, we want to know: what's the mathematical sign for infinity?

Scribble your answer on the back of a postcard or sealed envelope and send it to: **This Cheatin' Cart Compo, Lazahold, P.O. Box 10, Sunderland SR4 6SN.**

Write on it your name, age and address and then, if you do not wish to receive direct mail from selected companies, please write 'NO' clearly afterwards.

Get your entries in to us by Monday 17th August or else you'll miss the grand draw. The first ten correct entries out of the box get the goodies. Couldn't be simpler, could it?



## PRO ACTION REPLAY



Pro AR is a mean piece of hardware, which no tame gamer should be without. But beware, this thing busts games wide open – use with caution!

**Final rating**  
**94**  
**Percent**



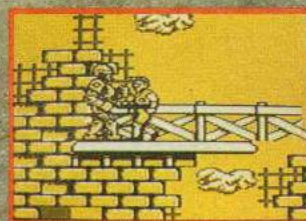
# ROBOCOP

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This nice curvy girlie is Filea. She's not very friendly, though, is she? Oi, gerroff! Stop sticking that pointy dagger in me! I didn't mean what I said about dumb blondes - honest! I admire your mind as well!



It's the final showdown with that nasty old demon. 'Twinkletoes' Gilformoth performs his Cossack dance routine as you fly backwards writhing in agony. Oh dear, and you forgot to bring your elastoplast with you.



Our hero is on holiday in Snowdonia with his werewolf mate Shazzer. Unfortunately, it's a full moon, and a simple argument over tent pegs leads to Shazzer sprouting hair and getting rather annoyed...

# BATTLE BLAZE

For SNES (1-2 players)

From Sammy UK

Price £45

A long time ago there was a land enslaved by an evil demon. There was much gnashing of teeth and polishing of swords, and all the local lads had a scrap to find out who was hardest and sent him out to face this 'ere demon.

Yes, Battle Blaze is another beat 'em-up. The concept of the game is fairly simple: two musclebound guys (or gals, if you prefer) leap into the arena, have a bit of a set-to, and the one who's left standing when the dust settles is the winner.

There are seven characters, each with a special attack to dish out. The main sprites are nice and big, and they all grunt and writhe in the right places. The main problem with the fighters, though, is that they only have five or six moves to

play with, and only a couple of these are actually any good. Once you've mastered the special attack moves it's easy to play through the five opponents you face in the one player game, and after that all you're left with is the arena game, where you and your chums can have it out with each other.

Having played Street Fighter II, it's difficult not to make the comparison between Battle Blaze and that amazing game.

Not only does Battle Blaze have fewer characters and fewer locations, but it's also a lot smaller - it'll take no time at all to finish the whole game off. The two-player game is good fun to hack away at for a while, but in the end there just isn't enough variety in

it to keep you coming back for more. **ANDY**

**TOTAL!**

## SWORDS

Colourful scraps with a bunch of fantasy folk. Sounds are good, and it's brill to beat up your mates

## BOREDS

A limited number of moves and opponents. Playing on your own just isn't worth the effort



He's cheating! Oi, ref! Using long spiky chain thingies isn't in the rules! And those chickens are putting me off as well.



Werleck practises his sword-swooshing somersault manoeuvre, as you fly through the air in a fit of twisted pain (again).

## BATTLE BLAZE

### Looks



Some pleasant backdrops. Muscly-looking sprites are big and detailed

### Sounds



Nice-sounding grunts, slashes, crunches, swipes and deathly gurgles

### Gameplay



There just isn't enough to see or do. With two players it's a bit more fun

### Life span



You'll soon lose interest, and you'll thrash the computer opponent in no time

Second division slugger. Looks nice, but there's not much here, and what's there is all pretty samey. Okay for a quick bash but that's all you're gonna get

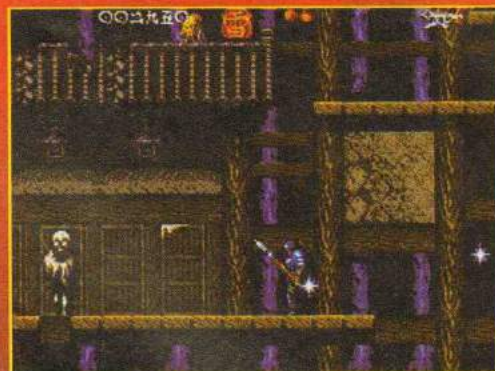


Final rating  
**59**  
Percent





Ugh! Musya's got to fend off a load of belligerent body parts in the later levels – giant eyeballs, flying mouths, and, who knows, maybe even a bellybutton or two.



This town's full of revolving doors, and behind each one is a nasty statue just waiting to, erm, stand there motionless.



This is the only peaceful bit in the game, so you'd better make the most of it and have a rest before you go off to get killed.

# MUSYA

**For SNES (1 player)**

**From Datam**

**Price £45**

**F**resh from the Land of the Rising Sun comes Musya, a lean Oriental hero with a nice line in spears. We haven't got the foggiest idea what he's up to, though, as the story is in Japanese and my grasp of foreign tongues stops at 'Oui, monsieur.'

Well, whatever it's all about, Musya has to battle his way through the platform landscape of some unknown country, trying to destroy giant skulls, jumping statues, and the odd big monster. Musya's no pushover, though – he can shoot blasts from his spear, and on special occasions he even turns into a fireball.

Musya is the sort of arcade adventure that has been doing the rounds for years. The game does have some attractive graphics – two-layer

backgrounds and special FX for all the different bonus weapons – as well as some reasonably jolly Japanese-sounding jingles. However, everything happens too slowly, and there's nothing which really makes you sit up and take notice.

With the Super NES you really expect something special. However, apart from the flashy bonuses tacked on to it, Musya is boring. The main character simply plods through the platforms towards the big showdown at the end of the level, using his two (omigosh!) moves to fend off the attentions of

the smaller nasties. Despite the pleasant-looking graphics, this game is ultimately very ordinary.

**SPEARS**  
A good-looking game. Scenic backgrounds and nice special FX on the bonus weapons

**FEARS**  
Dull gameplay and slow-moving characters. Definitely not one for speed-freaks

## Looks



Attractive backgrounds, strange-looking bad guys and some very weird weapons

## Sounds



Nice Oriental tune which waffles on agreeably. Run-of-the-mill zaps 'n' bangs

## Gameplay



Too ponderous for arcade junkies and too basic for anyone else to really enjoy

## Life span



A plod 'em up with not enough variety or challenge to make it last the course

This has some neat touches, and can look pretty at times, but it's just not exciting enough. The gameplay's too limited to be much fun



**Final rating**  
**59**  
**Percent**

**TOTAL!**



## Knock, knock, knocking on hell's door...



The inside of the Addams mansion is a carpet-fitter's nightmare. With lots of screens joined together you can see the entire hallway, with doors heading off to different parts of the game. Door 1 leads to The Music Room, which is like a sort of inventory screen (see 'What's that clanking noise down in the boiler...').

**A**fter a decidedly average showing on the Game Boy and NES, the ookey, spooky, woooky, dooky and, dare I say, fnooky Addams family get another chance on the SNES. The collect 'em up platform gameplay is pretty much the same on all three formats, with Gomez



Out in the garden, Gomez climbs The Old Tree to face some dreaded winged beastie. (Yes, I know it looks stupid – it still kills!)



All's not well in The Pantry: the kitchen utensils have got a life of their own! (Huh, I wish mine did too at washing-up time.)

exploring the Addams estate, looking for his captured relatives. But the NES version was too easy, and the Game Boy version was plain dull.

Thankfully, the SNES version is much improved: the levels are nice and varied; there are bags of different creatures to defeat; the control method



A pleasant moonlit walk in The Conservatory is ruined when Gomez gets hassled by the insect population.



Laughingly termed The Games Room, this is one of the meanest sections in the game. (It's also the bit most like Super Mario 4!)

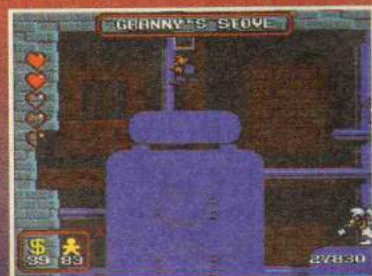
is much more comfortable; there are loads of secret rooms and hidden bonuses to discover, and it's generally a lot slicker than its eight-bit cousins.

You can gauge the game's graphical quality from the wealth of screenshots adorning these fine, hand-tooled pages. The soundtrack is pretty

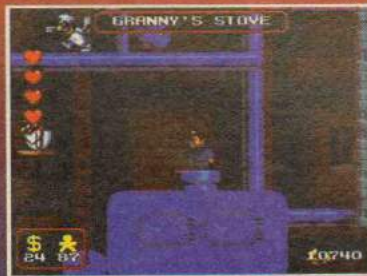
# THE ADDAMS FAMILY

## What's that clanking noise down in the boiler...

The rescue of Grandma is one of the bigger tasks in the game – here's the shortened version of my quest...



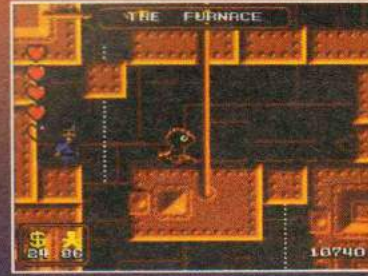
**1** 'I bet my sad old granny's in the stove again!' Gomez hits the 'Off' switch with his head.



**2** With the heat off, Gomez can enter the oven and give chase to his senile old mum.

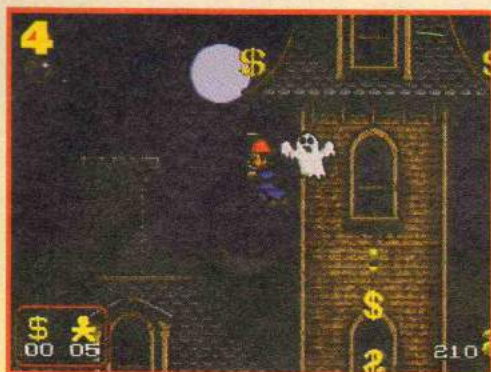


**3** With Gomez inside, the Stove takes on Tardis-like dimensions – and then some!



**4** Gomez stops to ponder on the fact that he might look like that in a few minutes' time.





Outdoors, ol' Gomez buzzes the spooks with his flying Fez. S'funny, the mansion doesn't look so big from up here...



After a long slog Gomez finally confronts the bad-guy holding his son, Pugsly. (Heck, if he was my kid I wouldn't bother!)

nice, too, with some great tunes and FX. The game has 'borrowed' elements from Mickey Mouse on the Mega Drive, as well as SNES Super Mario World, but, whatever the source of inspiration, it's all mix 'n' matched into a very tasty platformer.

However, it's still far from perfect. It's too

**FESTERS**  
It's butt-clenchingly frustrating – the levels are tough and don't seem to know when to stop. Passcodes are few and far between

**BESTERS**  
A slick platform arcade adventure with moody graphics and heaps of atmosphere. Lots of weird and nicely animated creatures

**For SNES (1 player)**

**From Ocean**

**Price £50**

sprawling – you have to plod along for ages before reaching the end-of-level guardian. And, with a few exceptions, all the individual sections are very tough. Even with restart points and loads of lives I found it very hard to actually get anywhere.

The quest ranges from tricky through frustrating to 'Blow this, I'm off to play pool instead'. So if you're a bit of a klutz with the joypad, you'd be wise to have a quick bash before handing over the folding stuff. But if you're the sort of gamer who breezes Super Mario 4 in a day, or creams Street Fighter II with one hand tied behind your back, then The Addams Family might be the painful challenge you've been searching for. **ANDY**

**TOTAL!**

## THE ADDAMS FAMILY

**Looks**

■ Superb visuals, just dripping with spookiness. Cracking monsters, too!

**Sounds**

■ Nothing particularly amazing, but all the effects and sounds suit the action well

**Gameplay**

■ Merciless platformer with combat action and puzzles. Not terribly original, though

**Life span**

■ Awfully tough, but there's plenty to do and it's a task worth completing

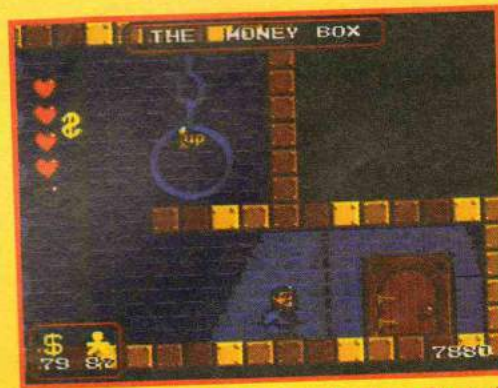
Much better than the eight-bit versions, but still lacking a spark of brilliance. Good looking, though, and one hell of a challenge!



**Final rating**  
**70**  
**Percent**

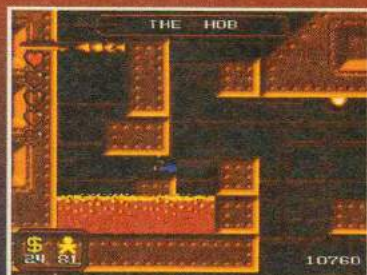


Watch out for secret things like this: stand on a door and push up...



... And a hidden doorway takes you through to a secret level chock-full of goodies. Yo!

... Hold on a sec', didn't we have that heading last issue?



**5** Do you think any demons in here are called Hob-goblins? Gomez squirms at that last joke.



**6** At last! After a massive slog through the boiling bowels of the stove, the end is in sight.



**7** 'This Fire Dragon deserves a bottom in the face for being so nasty to me old mum!'



**8** And so Grandma was rescued and lived happily ever after – in The Music Room.





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The title screen – hey, hang on a minute, shouldn't that be 'Super' Smash TV? Ha!

# SUPER



The first end-of-level boss is the fearsome Mutoid Man. He thinks he's hard. Let's see just how much punishment he can take...



Hah! You can fire at me all you like, mush, but it's not going to help you get your right arm back, is it? No sirree Bob.



Phew! I think he's pretty 'armless' now. (We'd just like to apologise for that last joke. We're really, really sorry – Steve).

**For Super NES (1-2 players)**

**From Acclaim**

**Price £50**

**D**on't you think it's about time software houses stopped sticking gratuitous 'Supers' in front of the title of every single Super NES game? It's getting really tedious, and in this case it's also completely meaningless as well,

since 'Super' Smash TV is in no way different or improved from plain old Smash TV, the arcade game. Then again, I suppose it does give lazy people like us the opportunity to make pathetic 'super, smashing, great' comments, so that's fair enough.

But anyway, if you're wondering why I'm bothering to whinge about something as seemingly unimportant as the title, there's a good reason for it. When you're a famous reviewer like wot I am, people expect you to give a balanced and two-sided view of a game, covering both its good and bad points. 'Super' Smash TV, though, is so totally wonderful that I couldn't think of anything else negative to say about it. Drat!

**PRIZES**  
Superb control system, and perfect replication of the coin-op's brilliant gameplay. The two-player mode is particularly good



This guy's name is Scarface, and he's the second end-of-level boss. This is what he looks like after about 20 minutes' worth of serious pummelling. Watch out, though – he doesn't like it one little bit and is likely to get rather annoyed with you after a while.



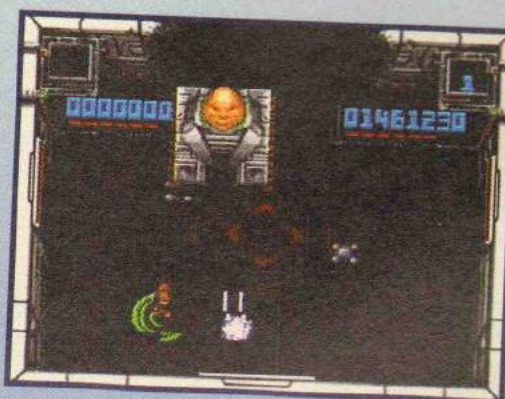
The map screen on the third level – study it closely, for there are some most excellent secret rooms concealed therein. Yippee!



# SMASH TV



'On me 'ead, my son!  
'But you haven't got one any more, Mr Mutoid, sir.'



Uh-oh. Looks like our hero's fallen for the old 'spare head concealed in the ribcage' routine yet again. Silly, isn't he?



Good grief, how many of them has he got? It's like watching Paul Daniels, only, er, not completely and totally crap in every way.

So what's the game all about, then? I'm glad you asked. Super Smash TV takes place in 1999, when TV game shows are even more popular than they are now. The top-rated show is Smash TV (not 'Super' Smash TV, funnily enough), in which contestants compete for Big Money and Big Prizes against (literally) hundreds of thousands of vicious robot creatures.

The game is spread over three levels comprising some 50 different screens (although you don't have to play through all of them to win). You're dropped into closed arenas which then quickly fill up with evil nasties, the slightest touch from which means instant death. Initially armed with only a weedy little gun which fires in one of eight directions

**MISERS**  
A 'music off' option would have been welcome. The end-of-level bosses are a bit too tough, and some of the graphics are a bit smaller than in the arcade

(regardless of which way you're actually moving), you can collect power-ups, bonus prizes and more useful weaponry which appears randomly on the screen. Getting these extra weapons is the only way to have a realistic chance of killing all the enemies in each arena, at which point you can choose your route to the next one.

Each of the three levels is also guarded by a truly fearsome boss who can soak up more firepower than the entire Italian army in World War II and then some. When you've killed them all (as well as a special enemy who appears at the end) you've won. Sounds simple enough, eh? Well, of course it's not at all.

This is in fact one of the toughest games you'll ever play on any machine anywhere (the only harder one I've ever seen is Hyper Lode Runner on the Game Boy) and that's a big part of what makes it so fab. The challenge is so overwhelming that every time you get one level further you feel so massively pleased with yourself that you have to try just one more time. It's also perfectly fair in that if you die it's simply because you weren't good enough. And it's undeniably the most violent game you're ever likely to have played - you'll find yourself sweating adrenalin all over your joypad, and you'll be breathless and drained at the end of every game. Well, that's what happens to me, anyway.

For sheer thrill-power, Super Smash TV is probably the best SNES game since Super Mario World. And it's even better with two players! **STEVE**

**TOTAL!**



Aha! I sense a secret room in the vicinity. Kill all the bad guys and then try going right. Unfortunately, this is where I died.

## SUPER SMASH TV

### Looks



■ I'd buy that for a dollar!

### Sounds



■ Bingol

### Gameplay



■ Total Carnage! I love it!

### Life span



■ Good luck... you'll need it!



Stupendously brutal, thrilling and rock hard. In many ways, this is the ultimate shoot 'em up. Pure and magnificent, but not for softies

**Final rating**  
**93**  
**Percent**





Hmm... This is a bit like Space Invaders but without the challenge. Erm... what's next?



BLAM! Ha, got ya! Oh, there's another one. And another! Pftht... had enough of that one.



Ah, this is like Wack-a-mole in the arcades. Yeah, this is pretty good fun - for a bit. Next!



Slow sideways Tetris played with a bazooka? Oh. Hmm, I wonder what's on telly?

# SUPER SCOPE 6

**For SNES (1 player)**

**From Nintendo**

**Price £50 with six-game cartridge or £170 with SNES (but no SMB4 cart)**

**D**o you get sand kicked in your face on the beach? Do you get bullied by your kid sister? Are you, without putting too fine a point on it, a total nerdy-twunk wimpo-head?

Well, don't bother with the Charles Atlas body-building course, and take off those inflatable muscles. What you need is Super Scope™! Carry one of these around and people will suddenly start treating you with the respect you deserve! (Yeah, or failing that they'll lock you away in the white cardigan with the sleeves that buckle at the back.)

The Super NES equivalent of the Zapper light gun has

arrived and it's the most real kick-ass peripheral of all time - but is it any good?

Well, as a light gun it's bang on. It's very accurate and easy to use. However (as with most light guns) you get terrible eye strain after only a few minutes and it's pretty uncomfortable shouldering the thing for an extended session.

Of course the gun is only as good as its games and the first six-pack is pretty average. All the games look good, but they're simplistic and not particularly challenging. The Tetris/Columns-

style games are okay, but they're best played with a joypad, er... except you can't.

It's worth waiting a few months to see what the other Super Scope games are like. But remember, the Light Zapper has been available for yonks and *still* only has six half-decent games for it. **ANDY**

**TOTAL!**

## SUPER SCOPE 6

### Looks



■ Colourful, fast and nicely animated. Some nice intro business, too

### Sounds



■ Meaty explosions, good spot effects and a wonderful mooing noise on Blastris!

### Gameplay



■ Like most light gun games, there's little to get your brain round - just shooty stuff

### Life span



■ Okay for a quick thrash, but none of the games have any real lastability



### HITTILES

The 'Scope is nice and accurate - no blaming the hardware any more! The games are all pretty to look at, with some slick intro scenes and animation



### MISSILES

Well, it's all a bit dull, really. You can only get so much fun out of zapping moles. The block-tumbling games are badly suited to the light bazooka



(Above) Oi! Vicky One-Eye models the dreaded Super Scope. (Left) And here it is. Yo! Lock 'n' Load, rock 'n' roll! Eat plasma death alien suck-bags - er, yes... Sorry.

Good fun for about half-an-hour - and then you get eye-strain, shoulder-ache and start wondering just what else you could have done with £50...



**Final rating**  
**43**  
**Percent**



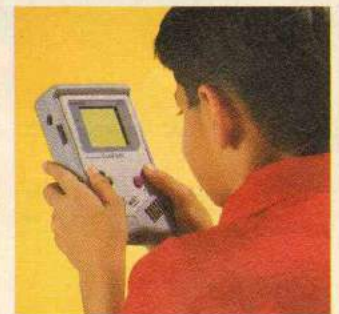
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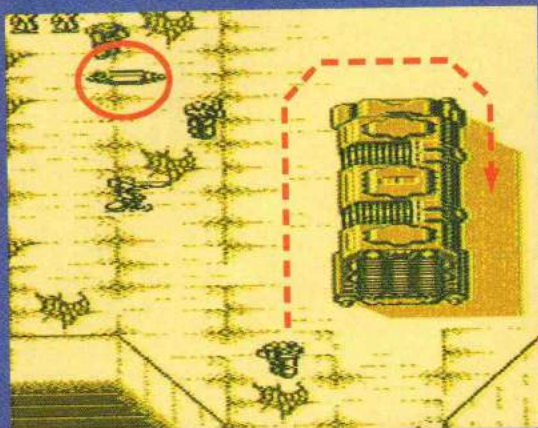




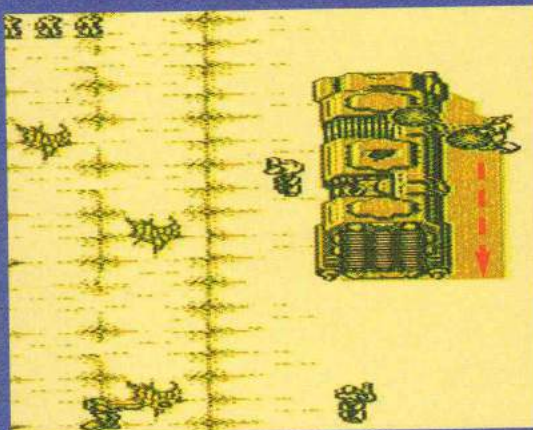
## Track attack! Probotect and survive...

**TOTAL!**  
**TACTIX**

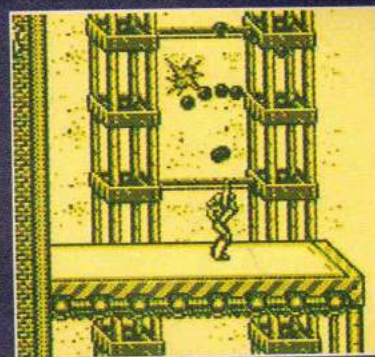
Right in the middle of level two you pass this flippin' great tank thing, packed to the gunwhales with heavy-duty weaponry. A few screens later it races after you and blows you into oblivion, so it would make your life a lot easier if you got it before it gets you. It took us ages to figure out how to beat the thing, so to save you all the gnashing of teeth and tearing out of hair that we went through, here's the easy way to top the tank.



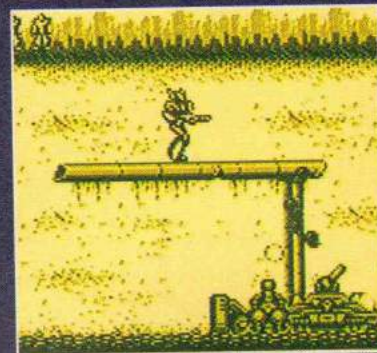
**1** Make sure you shoot that bonus (the one we've circled) and pick up the homing gun. Then run over to the right of the screen so that you're behind the tank – and hidden from its guns – when it trundles up the screen.



**2** Now you've still got to watch out for the tank's mortar (it's on the middle turret). To avoid it, move to the bottom of the tank so you're out of its line of fire, then just shoot the other guns as they appear.



Going down! Second floor soft furnishings, first floor menswear, ground floor Uzi-wielding psychos with death wishes...



If you've got super duper homing bullets you can aim at yer own face and still hit that enemy hovercraft lurking below.

# PROBOTECTOR

### For Game Boy (1 player)

**S**o it's 2633 AD. Don't the years just fly by, eh? One minute you're minding your own business playing Super Mario Great-Grandchildren 97 and the next thing you know you're Probotector – a one-robot army and professional prober and tector (Wha...?).

Basically, you've been called on to take out the Black Viper (who he?) and there's only one thing that can mean... yes, a scrolly shoot-em-up with heaps of bad guys to blow away.

The Viper's foot soldiers come at you kamikaze-style – don't they always – and you have to blow

them to teeny pieces before they get to you. But these guys are just chickenfeed compared to the tanks, armoured trains and other assorted weaponry that you get on the later levels. Unless you've got hold of some extra firepower on the way you can kiss your army pension goodbye – this hardware could take a (the?) strand of hair from Steve's head at a hundred paces.

Fortunately, Probotector himself is quite a nippy

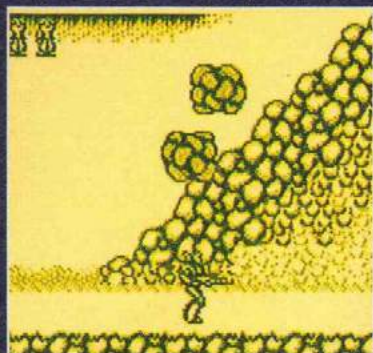
### From Konami

**Price £30**

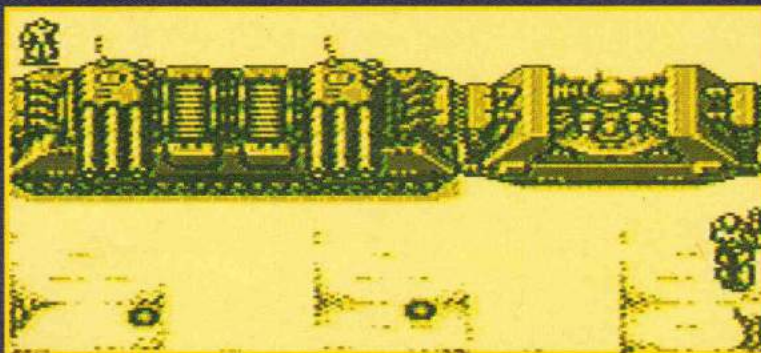
**PROBOS**  
Where do I start? It's superluvverlysmashing to play, the enemy army looks great, and it sounds triiff too

chappy, cavorting about all over the shop, so you're able to dodge the bullets and get on with some serious shooting. To help him in this grand scale slaughter, Probotector can pick up bonuses which whip across the screen. With these you can upgrade your weedy little pop-pop machine gun to a lethal five-way blaster, a bazooka, and – my fave – a three-way homing gun that lets you destroy the opposition even when you're not looking at 'em. Brill!





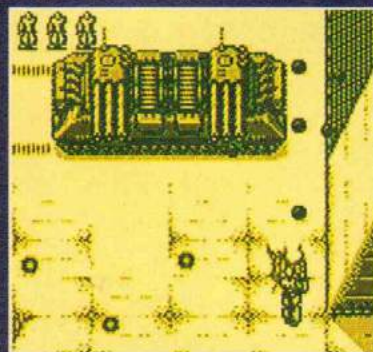
Deep into level three and good old Probotector is about to find out just how boulder-resistant his new armour really is.



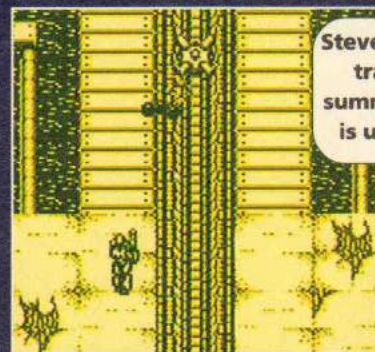
This giant armoured monstrosity is so big we can't even fit it all in here. It's packed with multi-blasters, and there's only one way to beat it – get the homing bullets, stand as far away from the thing as possible and chuck as much hardware in its direction as you can.



And here in this tranquil rain forest we find man at peace with his environment... Blammo! Crash! Krump! Oh dear.



Road hog! Some people think they own the road, don't they? No consideration at all for the safety of us poor robots.



Probotector's stuck on one of those slidey floor belts like at Gatwick. S'funny – didn't know they had gun emplacements.



Steve! I've been, um, transformed or summat! Cripes, this is uncomfortable!



Stop talking! You're covering the picture... Ah, so am I... Drat!

Oh flip! Er, the piccies above show a subsection of the game (that is, a section of the game which features a sub, not a, oh, never mind!) Look, this submarine thing sort of appears and you'll just have to take my word for it, okay? Well, I'm glad we sorted that out...

# PROBOTECTOR

This is a terrific game to play, as you race around the different landscapes battling all the murderous technology that the Viper can throw at you. On the down side, it's also quite a ruthless game. Although you can soon work out techniques for battling the big machines, actually destroying the things is a different matter altogether. It only takes one hit to kill you, and when you do lose a life you're bunged right back to the beginning of the level.

This game'll have you screaming blue murder at

your Game Boy as you get wiped out by the giant tank for the tenth time, but you'll still go back and try it again – it's that good. Even if you manage to finish all five levels of the game you'll still want to carry on playing. Probotector is just about the best action blaster ever seen on the Game Boy. It's fast, fab to look at and armed to the teeth with nasties just dying (hah!) to be shot.

It's just the thing gung-ho gun-toters have been waiting for. Pass me the ammo!

**BOTTIES**  
No restarts – without the right guns some sections are flippin' impossible. Not for grannies or those with weak constitutions

STEVE **TOTAL!**

## PROBOTECTOR

### Looks



Fast moving enemy robots, nice big tanks 'n' stuff, smart backgrounds. Ace!

### Sounds



Synthy tunes for each level, jingles for big bosses and bucketfuls of loud gunfire

### Gameplay



Brilliant mix of two styles of shoot 'em up. Hectic action, and a real challenge too!

### Life span



With only two continues (no passwords) the five relentless levels could last a while



Would-be Arnies won't find a better blaster on the Game Boy. Two styles of gunplay and some meaty enemies. Brilliant stuff – I can't stop playing it!

**Final rating**  
**92**  
**Percent**



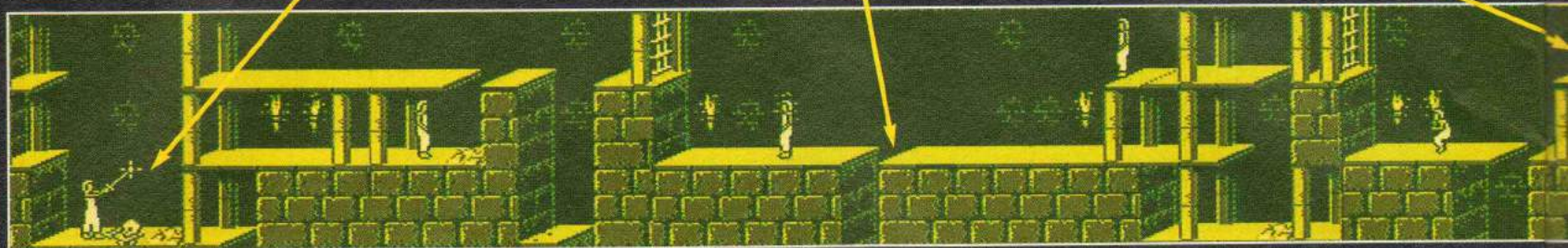


# Prancing about with the Prince of Persia

**4** And here's your sword. Bend down to pick it up and race back the other way to take on the guard.

**3** Even the empty bits may hide secrets. Try lowering yourself down the hole after the floor has collapsed and see what you can find.

**2** Make sure you do a big leap from the ledge, as that platform on the other side snaps when you land on it. Then hop over the gap to flick the door switch.



# PRINCE OF



There's your princess, locked up in this high tower by that guy in the flared shellsuit. The giant egg-timer shows how long she's got - or maybe she's just boiling an egg?

**For Game Boy (1 player)**

**From Virgin Games**

**Price £29**

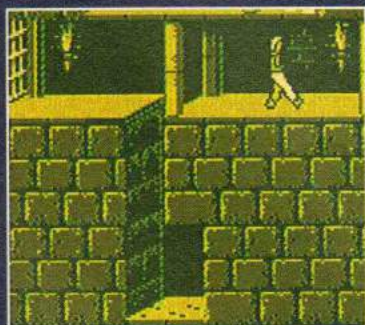
**O**nce upon a blah, blah, blah, the evil Grand Vizier Jaffar stole the throne of the Sultan of Persia and imprisoned the Sultan's beautiful daughter, forcing her to choose to marry him or die. The thing is, you and the Sultana girlie had a soft spot for each other, and so jealous Jaffar chucked you into the deepest dungeon - and you've got to get to the princess in time to save her. Fairy tales, eh? Don't ya just love 'em?

For a twelfth century construction the dungeons of the Sultan's palace look remarkably like a platform game, and they play like one too. You jump

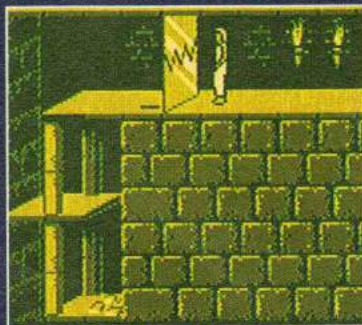
between platforms, climb platforms, collect things and have little sword fights with the palace guards. There are 13 levels in the palace, starting with the dungeons and progressing all the way up to the tower where that wimpy princess is locked up. It all sounds rather familiar, but is that all there is to it?

Well, not entirely. What's so distinctive about this platform game is the superb animation of the main character. As the hero runs, leaps, climbs, drinks and fights, every move you make has a set animation routine which he goes through each time you make that move. Because of this you are

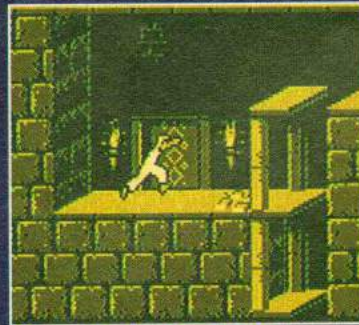
**PRINCES**  
Ace graphics for the Prince - he looks like a little cartoon at times. The levels are complex and beautifully designed, and will take ages to complete



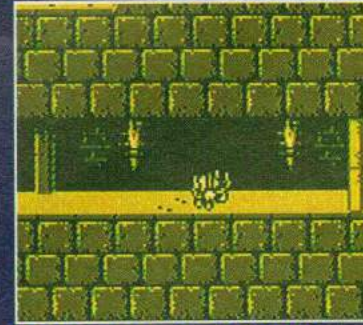
Prince likes nothing better than practising his Jane Fonda workout routines. Step, two, three, and bend, two, three...



Off with his head! Prince is about to leap through this guillotine thing. Time it wrong, and he gets sliced in two. Ugh!



That's the level exit, but it won't open until you find the door switch hidden elsewhere in the dungeons.



Yeuch! Guess who forgot to look both ways before running across those spikes. Yep, it's the dead guy in the middle there.



**1** Just to get you started, here's how to complete level one. Jump down to this bit, where the floor will collapse and you can drop down to the next bit. Then head left to get your sword.

**5** To win the duel with the guard just press fire when your swords meet.

**6** With the guard out of the way, go right, jump up to open the door and it's off to level two.

# PERSIA

able to judge exactly which move is needed in different situations and the game becomes more of a puzzle game than the run-of-the-mill arcade adventure it appears to be at the start.

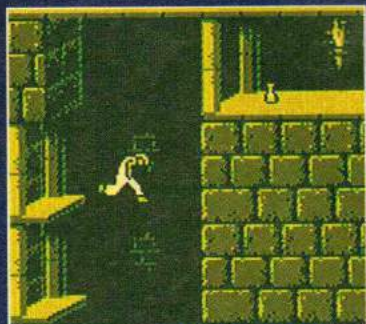
This doesn't mean that Prince of Persia isn't a whole load of fun to play. It's great dashing about trying to find your first route through the game, duelling with the guards and then trying to set off all the switches to open the exit doors. Be warned, though – after the initial fun Prince of Persia gets hard quickly, and you might get bored going over the same level ten or twenty times just because you didn't get that crucial move quite right. There's no set

number of lives, only a time limit, and you'll probably have to finish every level first time if you want to complete the game within the time limit. It's definitely a challenge, but it can get tedious if the controls get the better of you.

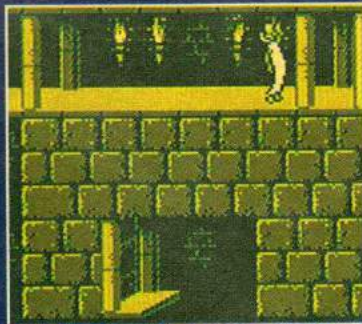
Don't let the wonderful graphics mislead you – Prince of Persia is just a platform game at heart, but a very good one nonetheless. The simple format is perfectly suited to the Game Boy, and while it's not action-packed it's still great to explore the levels. And it's also a terrific excuse to wear pointy-toed slippers and bounce around on your bed.

## PAUPERS

The gameplay doesn't match the good looks. It can get mind-numbingly tedious repeating the same old moves to get back through each level



Whatever you do, don't look down. Oh dear, too late. Looks like we'll be scraping the Prince of Persia off the floor, then.

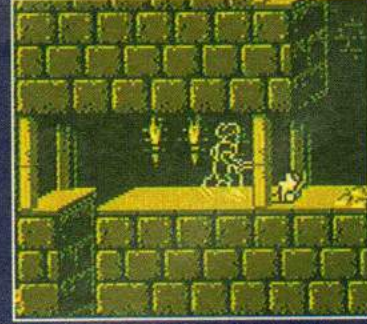


Prince of Persia takes a break from princess-saving and downs a swift half – strictly for medicinal purposes, of course.



**TOTAL! TACTIX**

To beat the phantom guard on level four, force him backwards so that he falls off the ledge to the left. Then climb down after him and force him back down to that big crevice. Jump across and you'll find the exit on the next screen.



## PRINCE OF PERSIA

### Looks



■ Superbly animated main sprite. Solid looking dungeon and palace backgrounds

### Sounds



■ Exotic Eastern sounding theme and lots of tunettes, but ordinary in-game noises

### Gameplay



■ A good brain-teasing game with a chunk of arcade skill thrown into the pot

### Life span



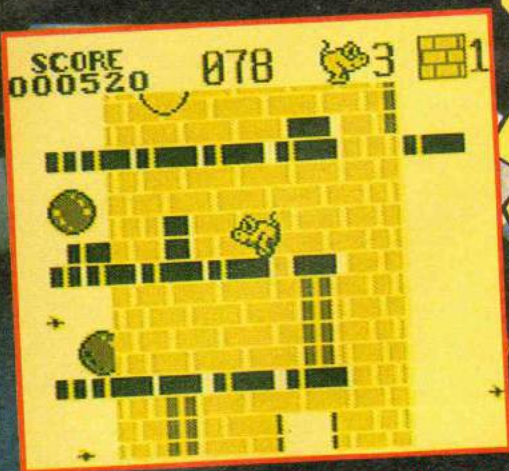
■ The levels just get tougher, making it a real challenge. Passwords are invaluable



This game's a bit superficial, really – nice to look at but not an awful lot beneath the surface. Still, it's great fun to play around with

**Final rating**  
**83**  
**Percent**

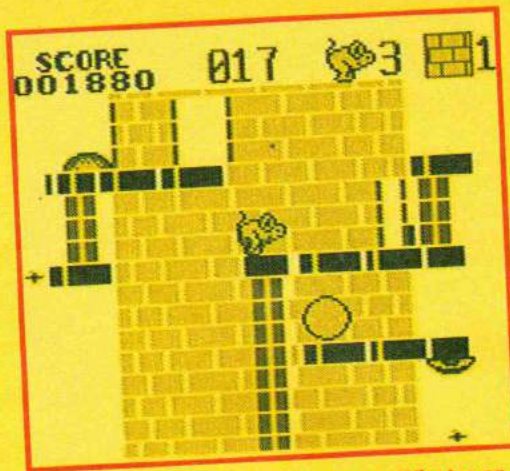




Annihilate those blocks – it's the only way to get past, but watch out for that big bouncing thing on the other side.



Climbing the stairway to heaven... Well, it won't take you quite that far, but you'll get a little bit further up the tower, anyway.



Jump over that middle platform. Whatever you do, don't step on it, because it disappears and you'll end up falling on the alien.

Let's be blunt here. Castelian is a game about towers. Yes, I thought that would shock you. Worse, there are Anurian Hybrids – well, one anyway. The dude's name is Julius, and his role in life is to climb and destroy the eight towers that have suddenly popped up in his home town. Silly, isn't it?

Well, yes, but never mind.

Those of you who've read the review in this ish of the NES version of Castelian will know what the game involves. For those who haven't, the towers in question have ledges around their circumference with, of course,

**TOWERS**  
Much gameplay to be had here. After the first three levels it starts getting hard, but by then it's too late – you'll be addicted

gaps in between. All Julius has to do is negotiate around these to get to the top. Easy, huh?

No, right, it's not quite that simple. There's a time limit, and it's extremely tight, but that's nothing compared to the monsters. The ones that bounce up and down on the spot are easy to avoid, though you can't shoot them. Others actually bounce

towards you, but these you can

kill. (Hah!) The worst are the orbiting spherical nasties which pop up at the side of the screen and zoom towards you. You can't shoot them, you

**For Game Boy (1 player) From The Sales Curve Price £25**



Bonus frenzy! You'll probably want to be collecting those sparkly diamond thingies rather than hiding from them, though. Silly little Anurian Hybrid.



can't jump over them, but you can avoid them by going into a doorway and re-emerging on the other side of the tower.

Even worse than that are the disappearing ledges that dump you unceremoniously into the sea or onto a lower ledge. The monsters do this too, which is very frustrating 'cos it makes you lose time. There are also escalator staircases which you have to stay on or you'll bump back down them straight into the path of a monster.

On completion of a tower you a) breath a sigh of relief b) get scored on the time remaining and c) go into the bonus round, which is a daft bit of jumping around platforms, trying to collect diamonds and trying not to fall down the holes.

The Game Boy version of this puzzley arcade game is almost exactly the same as its NES big brother, complete with towers which rotate as you climb around them.

The game plays faster and doesn't have the sluggish feel of the NES version, although the collision detection isn't quite so good - which means you can be killed by nasties in the Game Boy version where you wouldn't be in the NES one.

And the bonus levels aren't quite as elaborate. And, er, you don't get the choice of Novice or Hero mode. Or two players. Apart from all that, it's the same fine game, and it would look rather nice plugged into your little Gamey fella.

**DUNGEONS**  
Quite repetitive stuff - if you don't feel in the mood for it Castelian will just annoy you rather than enthrall you

## CASTELIAN

### Looks



■ Some of the shapes are a bit hard to make out, but it doesn't really matter

### Sounds



■ The FX are workmanlike, but there's some funky music in the bonus rounds

### Gameplay



■ Gripping stuff: just-one-more-go factor makes it pleasurable frustrating

### Life span



■ You'll get to the end eventually, and boy, will you breathe a sigh of relief!

Simple, frustrating and addictive. Sometimes it makes you want to scream, but most of the time you'll be too busy trying to complete the tower

**Final rating**  
**75**  
**Percent**

## Tower of Power

Nearly there! Just don't get killed here.

Run away! (Unless you want an alien on yer back.)

Right! Right! No, hang on! Left! Left!

This bit's as easy as falling off a staircase.

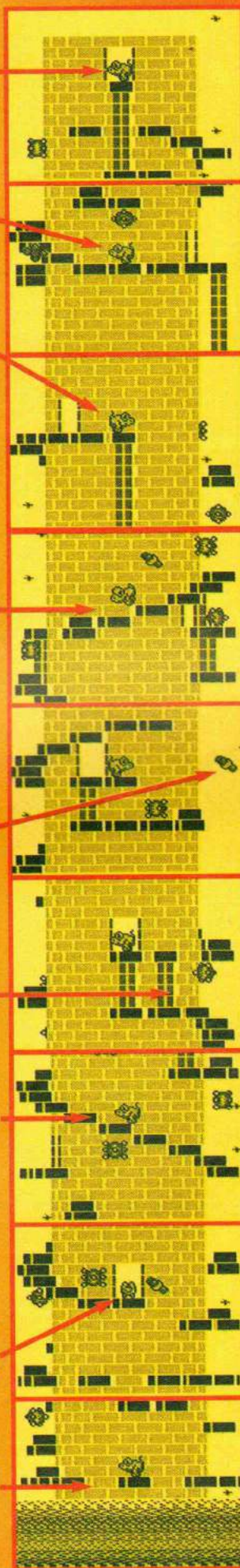
Shout abuse at that orbiting alien just before it kills you.

Zoom up the right-hand lift and through the door.

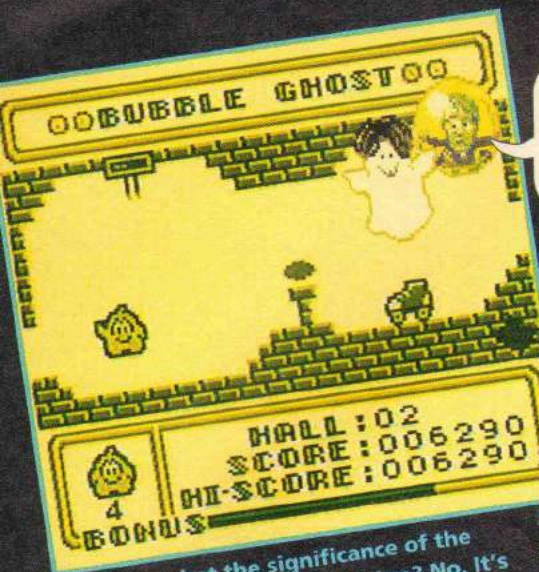
It's slippery, this staircase. Rush up it as quickly as possible.

Emergence from the doorway and then, er, die horribly.

At the start, go left and jump the gaps.

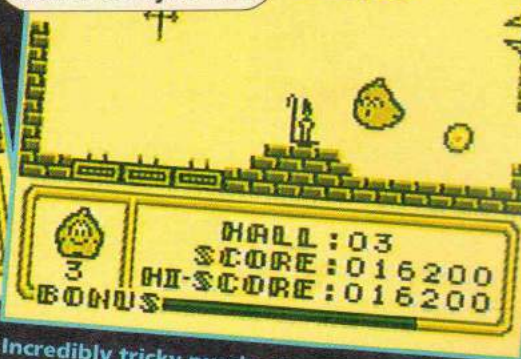




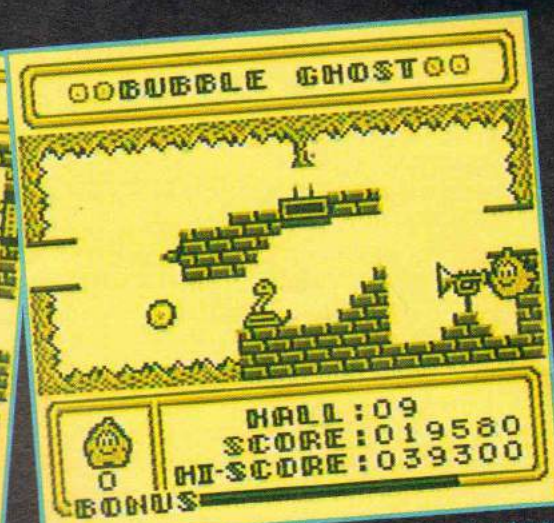


I wonder what the significance of the roller skate could be. Is it a sign? No. It's just that the graphics are totally random.

This ghost looks a bit familiar. That hair, the pathetic grin, that sad 'Help me, I'm thick!' look in the eyes. Hmm



Incredibly tricky puzzle element number one: How on earth can you get past that blazing candle without getting spooked?



Incredibly tricky puzzle element number two: How can you charm that snake into letting you past? Hmm, not too hard, are they?

# BUBBLE GHOST

**For Game Boy (1 player) From FCI/Pony Canyon Price £30**

**T**here's this ghost, see, and he's made the mistake of haunting a castle which is completely devoid of inhabitants.

So to alleviate the boredom (or 'cos he's gone totally barking) he amuses himself by moving bubbles around. (Man, he must be *really* bored.)

Of course, being a member of the spirit world means he can't touch anything, so he has to move his bubbles around by blowing them. Simple enough. He's set himself the task of transporting bubbles from one end of his castle home to another, through all 35 rooms. Soppy berk.

As you'd expect, every room is packed with spiky things, hot things, blowy things... all the sort of stuff

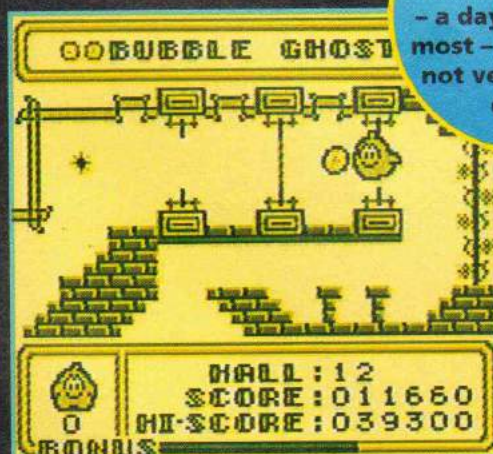
that bubbles wouldn't buy to put in their homes. The merest hint of the slightest touch spells instant death for the bubble. Poor old ghosty gets ratty and is forced to try again with a new bubble.

From the screenshots, I bet you think this game is a real toughie, but no. On my third go I got to room 28, with only seven more to go. There's no doubt you could finish it in a day if you tried hard enough.

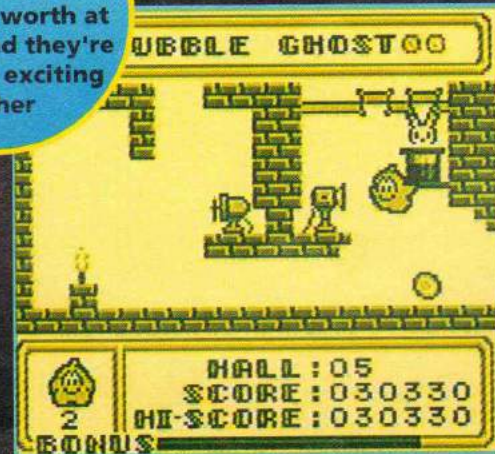
And that's all I really need to say. No matter how much fun it is, who in their right mind would buy a game that offered about four hours playing time? Blow this one out! **ANDY**

**BLOWERS**  
Control method is very clever. Neat gameplay with a few devious rooms

**SUCKERS**  
A measly 35 rooms - a day's worth at most - and they're not very exciting either



Ooh, watch out for laser beams, ghostie! More bubble-popping hazards to overcome.



An air pressure-activated switch linked to the fan. That was lucky, eh readers?

## BUBBLE GHOST

**Looks**   
■ The backgrounds are merely functional. Spooky and bubbles move well, though

**Sounds**   
■ Jolly, bubbly tunelet with one or two suitable effects. Really not that bad!

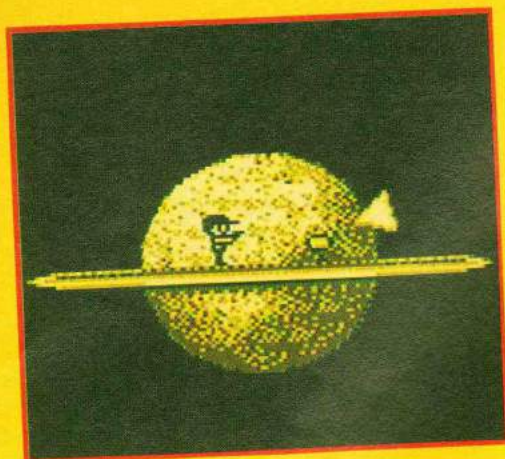
**Gameplay**   
■ Unusual style which is fun once you get to grips with it. Can be a bit frustrating

**Life span**   
■ Forget it! Most gamers would blow this one out of the water in a few hours

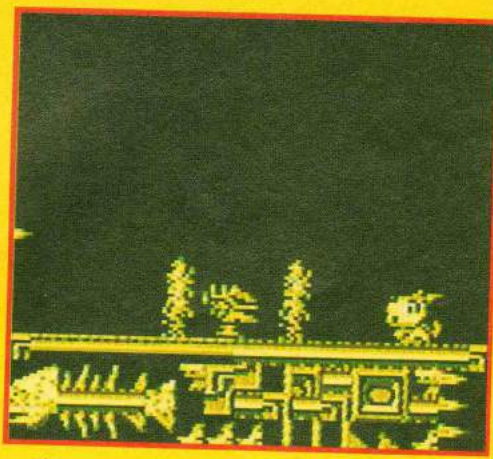
Good idea, shame about the gameplay. If the mission was tougher, with more puzzles and more rooms, it would be a hit. Er... but it ain't

**Final rating**  
**22**  
**Percent**

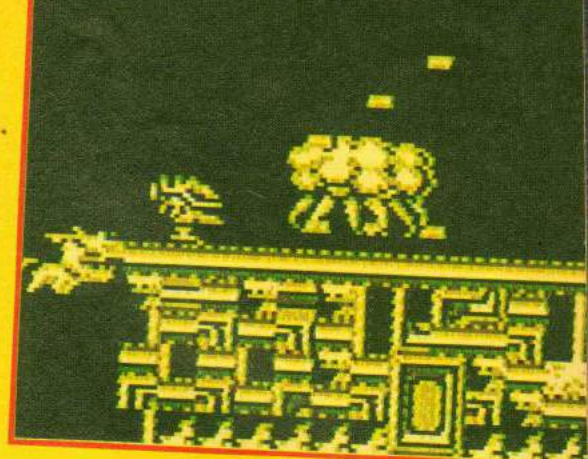




Size isn't everything. One minute Star Saver is about half as big as Saturn (yes, apparently that is Saturn)...



... The next he's dwarfed by a small terrier. Either Star Saver's got secret size-changing powers or the game's rather sad.



Kevin's surrounded by the bouncing puppy of doom and the floating blob of fear, but who really gives a monkey's, eh?

# STAR SAVER

For Game Boy (1 player)

From Taito

Price £25

**S**tar Saver has some pathetic excuse for a plot involving you, Kevin the Star Saver, saving the galaxy. The game itself has platforms, guns and bad guys. You've seen it all a dozen times before, and it was done much better too – just check out the excellent Probotector, also in this issue. As Probotector proved, there's nothing

wrong with tried and tested formats as long as they're done well.

Well, what's this one got to offer, then? Apart from plodding around the platforms, firing the pappy little gun and collecting some crusty old power-ups, there's not a lot really. There are some rather unimpressive nasties dotted about the place, and if you can find your way to the end of the level a bigger but still pretty awful guardian awaits you.

The graphics are minuscule and the lovely 'detailed' backdrops come in either plain black or plain white – the black's outer space and the white's the sky. Fab, eh? Your enemies are just as tedious – floaty jobs resembling lampshades; a flying lump of instant mash at the end of the level; and (for some strange reason) a little bouncing puppy!

It looks as though the designers of this game had an inspiration by-pass operation before they started programming. It's tedious, it looks about as attractive as Thick in a leotard, and it's so boring to play that you can scarcely be bothered to finish off your go let alone have another one. This game whiffs like a sewage farm on a hot day. Phoo!

STEVE

**TOTAL!**

**STARS**  
Good points. Um... well, the sound's okay, I suppose. Er... you could always use it for propping up that wobbly table leg

**BLAHS**  
Feeble graphics, formulaic gameplay and a lifespan bordering on the nonexistent. All in all a deeply unimpressive game



Ping! Those wiggly things in the sky are actually microwave rays. Watch out, or it's defrost time.

## STAR SAVER

### Looks



■ Titchy sprites and naff scenery. As dull as a wet Sunday in outer space

### Sounds



■ Not that bad. Some inoffensive tunes, and adequate sound FX for most things

### Gameplay



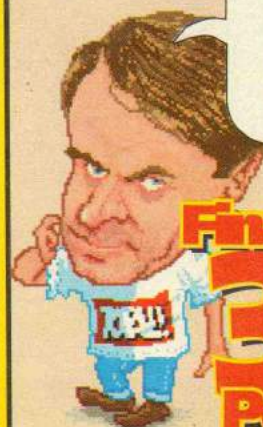
■ Recycled platform rubbish – nothing new and what's there isn't much fun

### Life span



■ After a few goes you'll wish you hadn't bought it. It's just too dull for words

Dull, dull, dull. A tedious little game with weedy visuals, which gets less interesting the more you play it. Don't waste your money on this



**Final rating**  
**34**  
**Percent**





Visit Planet SR388, they said. Panoramic scenes of unspoilt beauty, they said. You just can't trust these travel brochures, can you?

**G**irlies have a hard time in video games, don't they? Usually they're just there to be kidnapped by the chief baddie and then they have to wait helplessly to be rescued by the hunky hero. But here's a novelty: not only has this game got a heroine – Space Hunter Samus

Aran – but for once she isn't a scantily-clad pouting fantasy female or some cute Japanese cartoon character with big eyes. No sirree, Samus Aran is the greatest Metroid-basher in the galaxy – which is lucky, really, because that's what this game is all about.



It's the fearsome flying flatfish of death. Shoot it quickly or this floating flounder will make a meal of you. Yum, yum.

Yes, it's all about bashing Metroids – when you can actually find the things, that is. You see, Metroids are these really nasty intergalactic parasites which have been getting on everybody's nerves lately, and you've been sent to their home planet to destroy them. What this means is that

**For Game Boy (1 player)**

**From Nintendo**

**Price £26**

# METROID

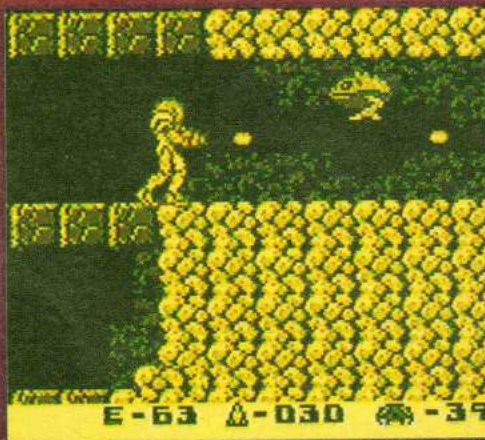
## RETURN OF SAMUS

**ACES**

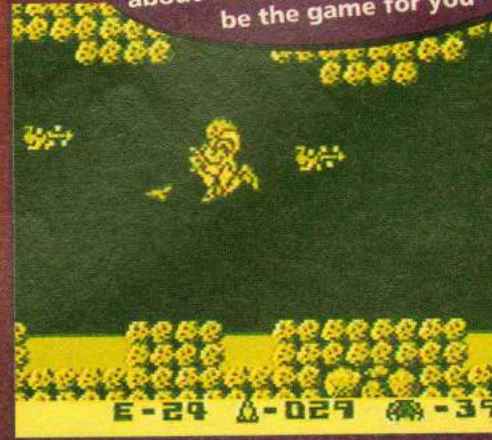
Massive challenge, with a useful battery back-up. If you like running about doing nothing much it could be the game for you



This action-packed screenshot contains not one but two giant conkers meandering aimlessly around the screen.

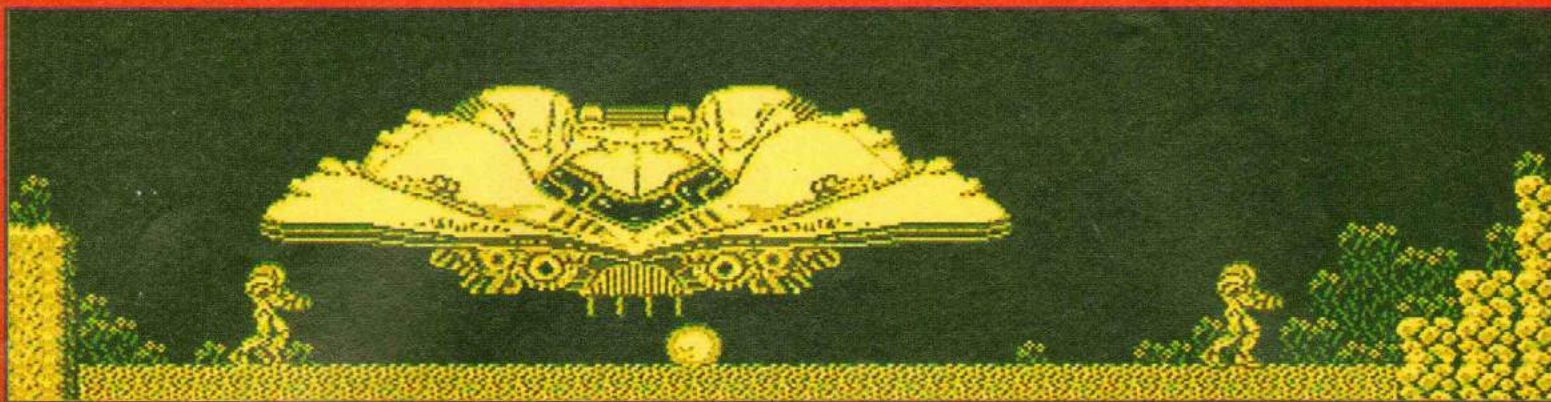


Oh, the life of an galactic space hunter – travelling the universe, meeting interesting new alien life-forms and, er, killing them.



Shoot these strange hovering creatures and they'll change into energy power-ups. Ah, the wonders of nature.





Aah. Home sweet home. Not exactly a des res with all mod cons, but then again, if it was a nice suburban semi you wouldn't be able to recharge your batteries and stock up on ammo. Just as well you went for the huge death-dealing space-cruiser instead then, isn't it?

you have to run and jump your way around some huge, featureless platform levels for ages before you come across anything even vaguely resembling a Metroid.

Metroid II is quite a simple game. There are a load of fairly predictable bad guys which crop up on most levels, and once you find your way through each level you have to face a Metroid and destroy it. The Metroids mutate every time you hit them and get even bigger and nastier, but once you've blasted their final incarnation it's on to the next massive – and usually quite empty – level to do more of the same.

However, it's not actually too bad a game. It looks and sounds good enough, and the Samus Aran sprite does everything a good heroine should

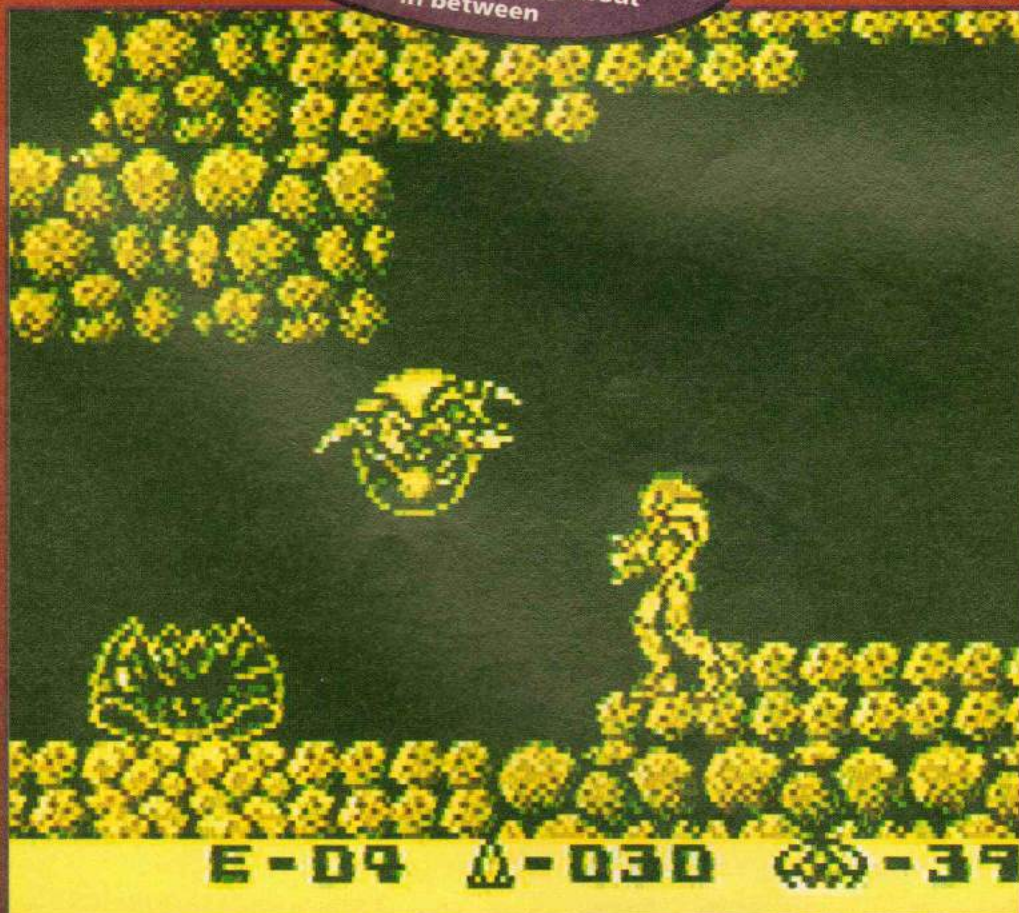
do. She runs, she leaps, she shoots loads of different guns (and, rather worryingly, she does a somersault which looks remarkably similar to that of a certain blue hedgehog I could mention). There are the usual bonus weapons and special abilities to pick up in the underworld, and some nice pingy-type sound effects.

The main problem with Metroid II is that it's just too big for its own good. Unless you're one of those people who loves to slave away at an unrewarding game forever, there's really not enough here to keep you playing through the large, basic and boring levels. The 'save game' facility does make the ultimate challenge possible, but as the game's not particularly exciting anyway it's doubtful whether you'd want

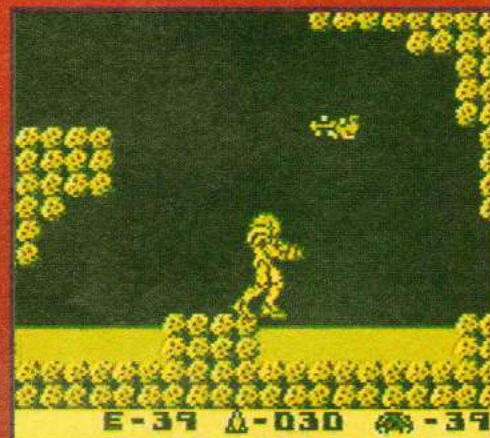
to stick it out to the bitter end. **STEVE**

**TOTAL!**

**SPACES**  
Big, bad and not that beautiful.  
Thinly spread action and lots of  
pointless wandering about  
in between



Excuse me, Mr Metroid, would you mind awfully not moving about so much, there's a good chap – I'm trying to bag you for my trophy cabinet. Metroids aren't very good sports.



Fancy a swim? Uh, on second thoughts no. One acid bath a week is enough for me.

## METROID II

### Looks



■ Bland scenery, but the sprites are okay – when they make an appearance

### Sounds



■ Excellent theme burbling away behind the action, and some decent shooty FX too

### Gameplay



■ It's huge and it's difficult as well. One for mapping freaks only, though

### Life span



■ If you like the idea, it'll last you ages, especially with the battery back-up



This game should have gone on a diet. Basically it's a small game that's become bloated, and is too big and bland for most gamers to enjoy

**Final rating**  
**66**  
**Percent**



# FOOTBALL

## International

**F**ree perms, luvverly shell suits and on-pitch snogs with Peter Beardsley – footballers have an easy life, don't they? Well, grab yer Game Boy and D.I.Y. perm kit and you could have all this too.

Football International goes for the view-from-above approach to the People's Game, with the screen showing roughly a sixth of the whole pitch at any one time. In terms of looks, it's just a pitch, some players and a ball, but that's footie for you. All the basics of the game are here – fouls, free kicks, corners and throw-ins. More unusually, you can also curve the ball, do diving headers and show off with an overhead kick like some flash Brazilian git. There are even rules for offside and penalty shoot-outs.

**GOALS**  
Lots of moves to use, and easy to get to grips with too. Useful scanner view helps kick 'n' run play. It's good fun with two players

**FOULS**  
Only a single match or tournament for one player, and you'll win it in no time. Even two players may get bored with the basic, long ball gameplay

The control system is easy to get used to, the big view display that pops up when the ball's airborne works well, and even the goalies are good. You can't really play one-touch Continental football though – it's much more like the kick 'n' rush stuff you get at Wimbledon on a Saturday afternoon in December.

The real problem with Football International is that the computer opponents are far too easy to beat. It's so silly that I managed to win the World Cup on my first go! The two-player game is much better – there's nothing quite like making your best mate look like an absolute flongy as you whack a curler into the top corner from 40 yards out. But for the majority of gamers who'll want to play this on their own, once you've beaten it there's not much left. You'll soon be scouting the transfer market for a new soccer sim.

ANDY

**TOTAL!**

## FOOTBALL

### Looks



■ Little men, little goals, a green(ish) pitch, and a ball. Yes, it's football

### Sounds



■ A good tune in the background which gets faster towards the end of the half

### Gameplay



■ Nice-playing sim of the nation's fave game, with some neat tricks thrown in

### Life span



■ You could win the cup first or second time, and then there's no reason to go on

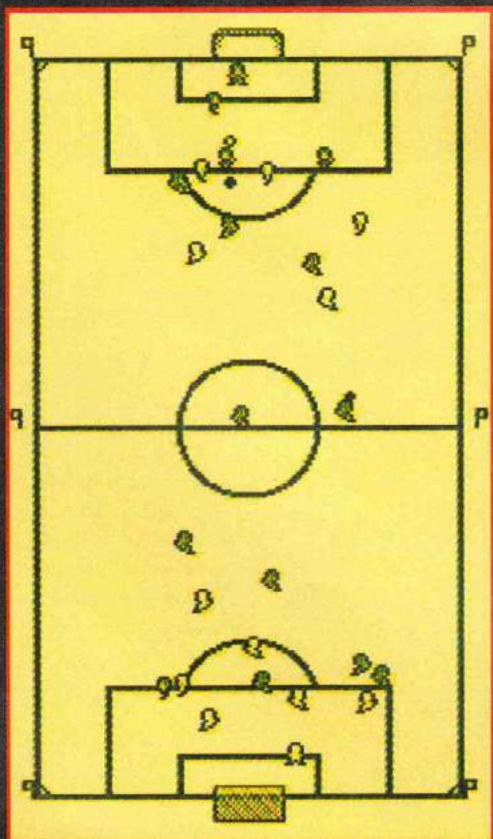
A game of two halves. By yourself it's not worth it, but two players might get more than ninety minutes fun out of it. Second division stuff, really

**Final rating**  
**70**  
**Percent**

**For Game Boy (1-2 players)**

**From Bandai**

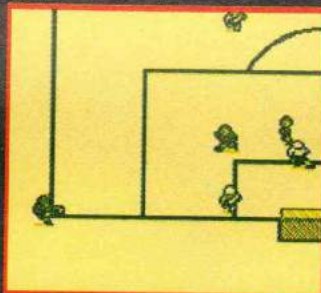
**Price £25**



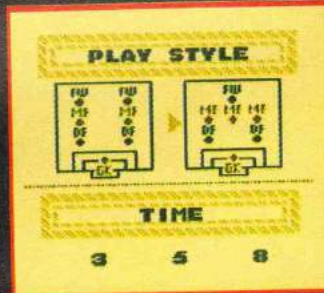
This bird's eye view of the pitch appears every time the ball's up in the air. Quick, get underneath it before it comes down!



Crack! Two minutes on the pitch and 'Tears' Gascoigne goes off with another injury.



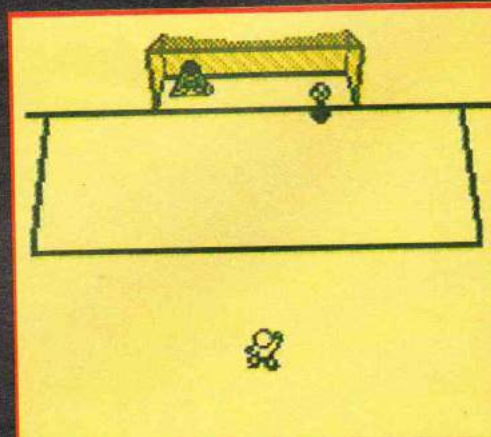
'On me 'ead, Merson!' Tony 'Donkey' Adams brays to his team mate taking the corner.



Flat back four, sweeper system, or just charge around the pitch? It's your choice.

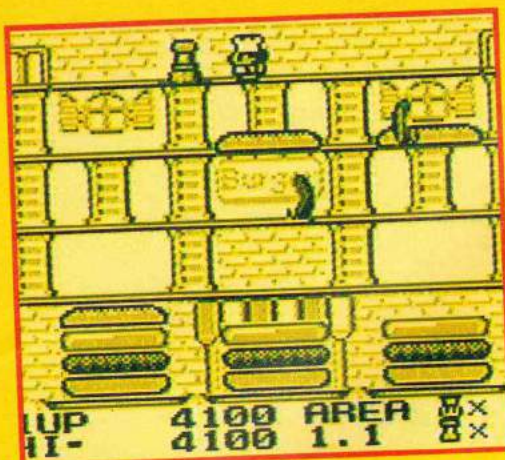


Touchdown! The American team may be able to score but they but they still haven't got the hang of this soccer lingo.

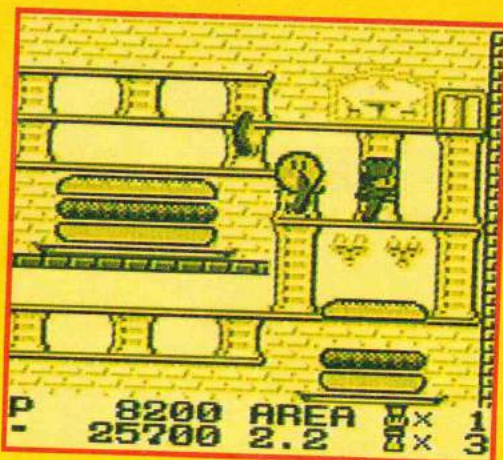


It's penalty time. Slip one in the corner while the goalie's looking the other way. Pity the European Championship wasn't this easy.

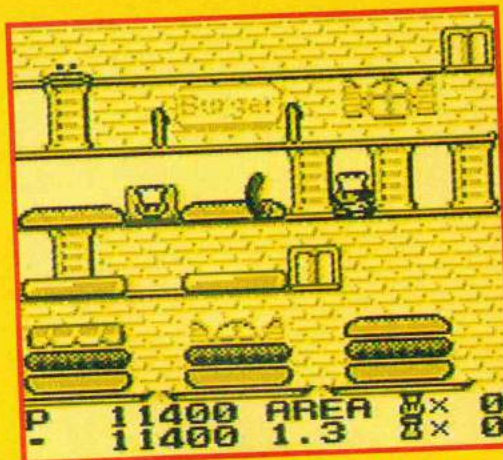




Colossal condiments! Grab that giant salt cellar and start sprinkling salt on those runaway burger bits, pronto!



Collect a bonus and you'll turn into the black-suited Superchef. Now the baddies get killed when they touch you. Ha!



Nearly there now. Make it past that nasty banger, and you can pick up an extra chef and finish off those last two burgers.

# BURGER TIME DELUXE

For Game Boy (1-2 players)

From Data East

Price £25

**B**urger Time Deluxe puts you in the position of a chef, who has to make giant hamburgers by the somewhat unconventional method of building huge platforms out of the ingredients and then (while disgruntled sausages and fried eggs chase after him) walking over them to make them fall down onto the plates.

At first there's lots of entertainment to be had racing around the levels dropping buns and slices of cheese onto the heads of pursuing frankfurters, but things take a turn for the worse when you finally lose all your lives. Why? Because then you get a load more. Okay, you do go back to the start

**PICKLES**  
Great, addictive gameplay, and the cute little cartoons between levels give you an extra incentive to play on

of the level, but since that's never more than four screens away (the game has seven levels of four screens each, with passwords for each new level) it's not much of a price to pay, and with perseverance you'll probably finish the game within two days.

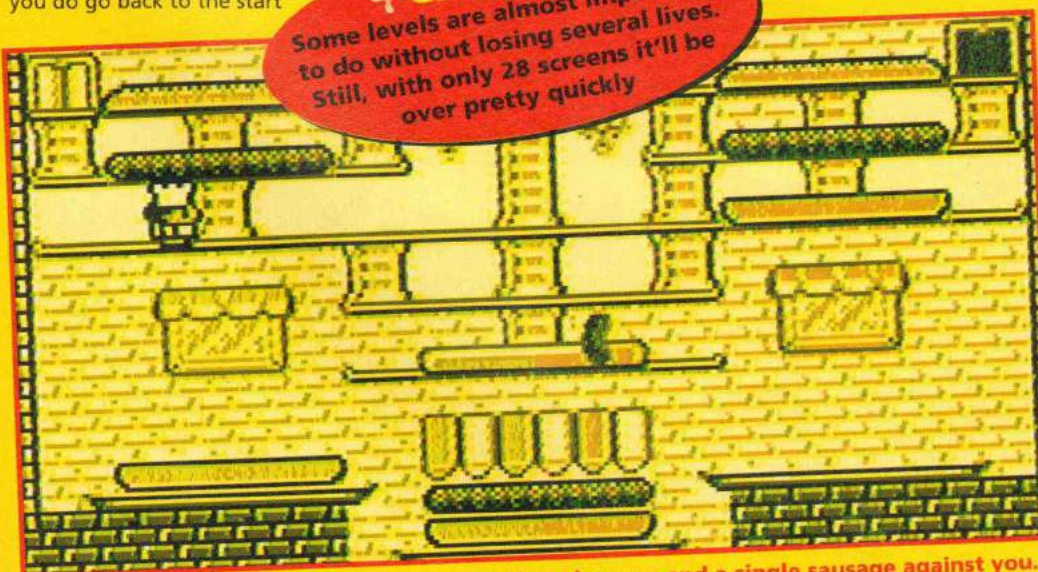
It's a shame, because although the game itself is extremely addictive, the infinite continues strip away the incentive. It doesn't ruin Burger Time Deluxe completely, because the later levels are reasonably hard and it's always fun just to pick up and play even when you've completed it, but

with a bit more of a challenge it would have been so much better than this.

STEVE

**TOTAL!**

**GHERKINS**  
Some levels are almost impossible to do without losing several lives. Still, with only 28 screens it'll be over pretty quickly



Crikey! This one looks a bit of a cinch. Only three burgers and a single sausage against you. But don't hang about - before you can say 'Do you want fries with that?' the place will be crawling with more nasty food than a greasy spoon diner in Dagenham.

## BURGER TIME DELUXE

**Looks** ■■■■■■■■■■

■ As pretty as you could really expect it to be, with lots of character

**Sounds** ■■■■■■■■■■

■ Groovy jingles, boppy toons, and better-than-average FX

**Gameplay** ■■■■■■■■■■

■ Gets repetitive after a while, but great while your interest lasts

**Life span** ■■■■■■■■■■

■ Continues and passwords make this one pretty easy to finish

A nifty little game that you'll keep playing even when you've finished it. Maybe a bit too simplistic for today's more sophisticated tastes

**Final rating**  
**71**  
**Percent**



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## SUPER TENNIS



Tired of the same old British failures at Wimbledon? Use this cheat to soup-up your Super Tennis players, and you can give Britain a world champion to make up for

Jeremy Bates going out at Wimbledon. On the player select screen use the player 2 joypad and press L five times then X once, R five times then X. The music should change and whoever you choose should be the fabbiest player on the circuit. Strawberries and cream to **Andrew Caddick** of Kingswinford for this cheat.

## FAXANADU



For sackloads of goodies and a ranking of 'Myrmidion' – no, doesn't mean a thing to me either – try entering the following code:

Rou8Avt0CEIWslQOY (capitals 'n' numbers 'n' all).

Thanks to **Frazer 'Your biggest fan' Kennedy** of Baldock for this code. Don't worry Fraze, we wouldn't care if you were our worst enemy. (Just as long as you're not French.)

## TMH TURTLES



If you want to get infinite lives (or should that be shells?) just try the following cheat from **Alexander Loos** of Rainham.

Re-enter the very first sewer, go down the ladder and grab the pizza. Do this 30 times and, cowabunga, dude! You've got more Turtles than you can shake a bo-stick at.

## MOTOCROSS MANIACS



Here's a weird little trick for this frantic biker game from **Tom Laws** of Norwich. On course five don't use any nitros, except to get other ones. Then, just before the third 'N' capsule, as you're going up the hill, keep pressing the B button as fast as you possibly can. This'll make the biker whizz up into the air and there you'll find 28 nitro cans. I prefer cans of Coke myself, but there's no accounting for taste. Thanks, Tom.

# TOTAL TACTIX

**TOTAL Tactix! Get yer TOTAL Tactix! Latest gaming hints and tips! TOTAL Tactix! Er, yes. This is TOTAL Tactix. It's actually rather good, on the quiet.**

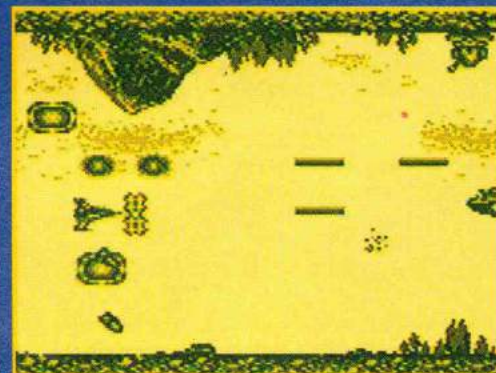


The blue car and the red car had a race... And the yellow car. And the white car. Cool!

## SUPER OFF ROAD



Is there a worse fate than playing this boring racer for ever? We doubt it, but if you don't believe us, here's a trick for infinite continues. Select two players but don't race the blue car. You'll always finish at least third and qualify, and if you don't touch the controls the blue truck will continue indefinitely. Wow!



Drop into 'Honest' David Milford's garage for some spares to customise your ship.

## NEMESIS



For a whole bunch of goodies that'll make your ship harder than a (insert pitifully unfunny phrase of your choice here) just get your fingers round these button pushes. Pause the game and press up, up, down, down, left, right, left, right, B and A, then START. Ta muchly to **David Milford** of Halesowen for this cheat.



## GHOSTS AND GOBLINS

A stonkingly noisy 'Freep' to **Paul Jones** of Llandudno for the level select he's sent in. Right, what do you have to then? Well, on the title screen press right and B three times, up and B three times, down and B three times, and left and B three times. Then press START and choose your start stage with A and B.



# SUPER MARIO

**SNES**  
**TACTIC**

# WORLD



**Part 2** Hello and welcome to the second instalment of our SMW player's guide, carrying on from last month...



**1** Finish Vanilla Dome 1 (which shouldn't be a problem). Now, Vanilla Dome 2 leads to the Red Switch palace. Follow the pictures in sequence: **1** Jump up and run right – watch out for the American Football Players! **2** Collect the 'P' block and head back left. Run over the huge platform made of brown blocks. **3** When you reach this point, jump on the 'P' block and walk through the wall of coins. **DON'T** drop down! Jump the gap and Bingo! you're in.



**2** The Red Switch Palace is easy enough, as long as you don't jump on the 'P' block at the start. Jump across the brown blocks, hit the switch, save the game and head back to Vanilla Dome 1.



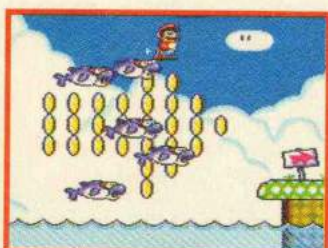
**3** You should now have a load of red blocks to jump around on. Climb this newly-formed staircase and headbutt the brown block to release a vine. Climb up to reach Vanilla Secret 1.



**4** This is the only hard-ish bit in Vanilla Secret 1. Do little jumps until you're in sync with the gap and then leap through. (If you want, jump up and down on the Koopas' heads for a laugh.)



**5** Vanilla Secret 2. Not too tricky: get Yoshi (either from the Top Secret Area shown in ish 7 or the block a little way into the level). Zip along at top speed jumping lots, and get back onto Yoshi quickly if you do get hit.



**6** Vanilla Secret 3 is an absolute doddle – just jump carefully to ensure that you stay on the backs of the little dolphins and you won't get into any trouble at all. Remember kids, dolphins are our pals.

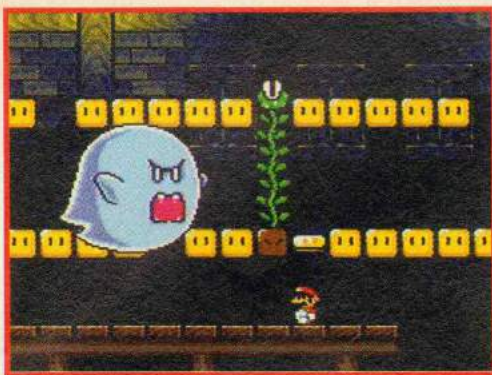


**7** When you enter the Fortress, become small Mario (shouldn't be too hard!). Now go under the spikes, through the pipe, and take the lower route to the end. You'll now be able to access the Butter Bridge.



**8** The Butter Bridge is nasty, but if you keep jumping up and down on the platforms to stop them from sinking off the screen, you shouldn't have too many probs.





**9** Meanwhile, if you'd rather approach the end of these two worlds by the other route, you'll have to visit the Vanilla Ghost House. If you're trapped by big Boo, hit the block shown and climb the vine.



**10** Don't worry when these big green bubbles come bobbling towards you. They won't hurt you as long as you do a spin jump over them. That way you bounce off unscathed!



**11** Collect the 'P' block from here, and carry it along a little way until you come to the end of the section. Get the five coins, drop and jump on the 'P' block, go through the door revealed and bingo!



**12** In Vanilla Dome 3, ignore the pipes and just rattle through. When you get here, use the cape carefully to get the halfway tape without knocking the Koopa shell and sending it whizzing around!



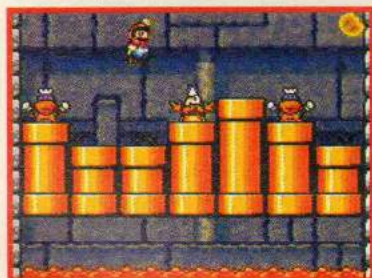
**13** Vanilla Dome 4 is another straightforward section. At certain points huge volleys of Bullet Bobs will come at you. Try to stay near the centre of the screen to give yourself the time to react and avoid.



**14** Lemmy's Castle is horrible! Start with Super Mario and spin jump through one of the blocks at the end of the first platform. Keep spinning right until you reach solid ground. Don't stop!



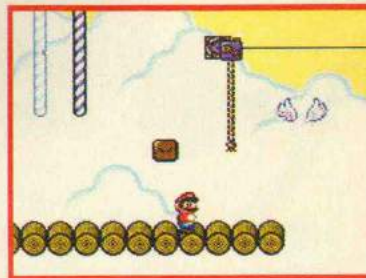
**15** Get the 'P' block and run right. Collect some coins around the door (but NOT the one immediately underneath), drop and hit the 'P' block, jump up and go through the door for the halfway tape.



**16** ... And heeere's Lemmy! Easy-peasy stuff – just don't do anything silly with the fireball and don't start panicking if you don't manage to hit Lemmy for a few attempts. Don't worry, he's not going anywhere!



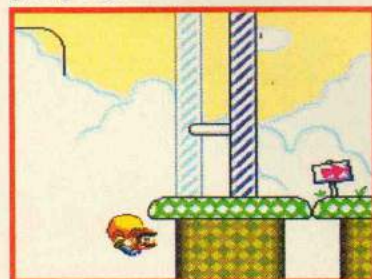
**17** Looking for the Star Road from Vanilla Dome? It's in Vanilla Secret 1, but you must find the Blue Switch Palace first. Drop a springboard on top of the filled-in blocks and jump into the green pipe from there.



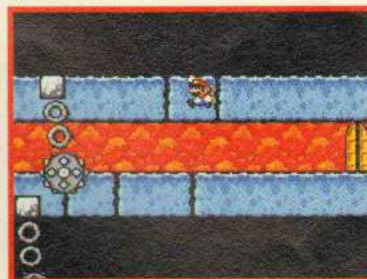
**18** Cheese Bridge – a nasty level, but it doesn't have to be. Get Yoshi (from the Top Secret Area or elsewhere), headbutt this block and collect the wings for a flying sub-game. You can exit at the bottom any time and go to Cookie Mountain.



**19** Cookie Mountain itself is simple enough – the only awkward bit being this mole-infested section. To wave goodbye to mole misery, just grab the loose Koopa shell and kick it down the hill. Ha! Take that vermin!



**20** The entrance to the Star Road from World 3 is the hardest to reach of all. You'll need the cape to fly UNDER the finishing gate and back up onto the platform. Then run to the second gate! Sneaky.



**21** Another flippin' sneaky bit is in Ludwig's Castle. This narrow corridor has a fake roof (just about here in fact). Jump up and onto the roof, head over to the right and get on down that pipe...



**22** ... Then leg it as fast as you possibly can to the left! Hit the switch when you come to it, then motor off to the left again. Go through the door and up the fences (staying to the left). And it's Lemmy time!



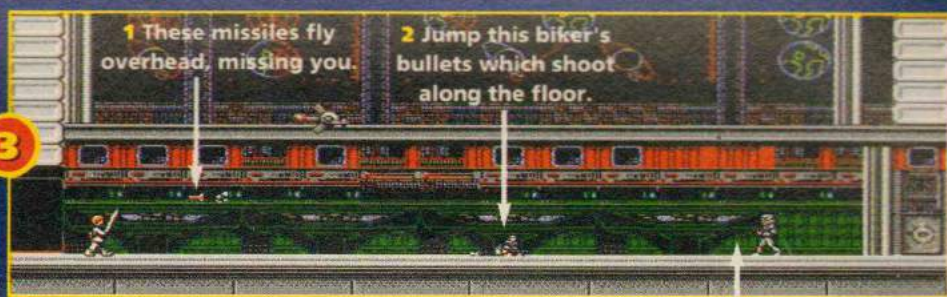
**23** Jump his fireballs, take care not to get trapped at the edges of the screen (easy, 'cos Ludwig's jumps are determined by where you stand), and bounce on his head three times. Next – The Forest Of Illusion!



# NES

## TACTIC

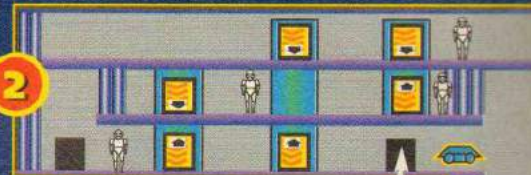
Things are starting to hot up for Luke and co. as they hunt through the Death Star for Leia and the Tractor Beam generator! Follow our maps 'n' tips and we'll see you in the Trash Compactor next month!



3

3 Tricky bit: get ready to Light Sabre the missiles and then jump the Trooper's bullets! Run right to the computer.

# STAR WARS



Start

3

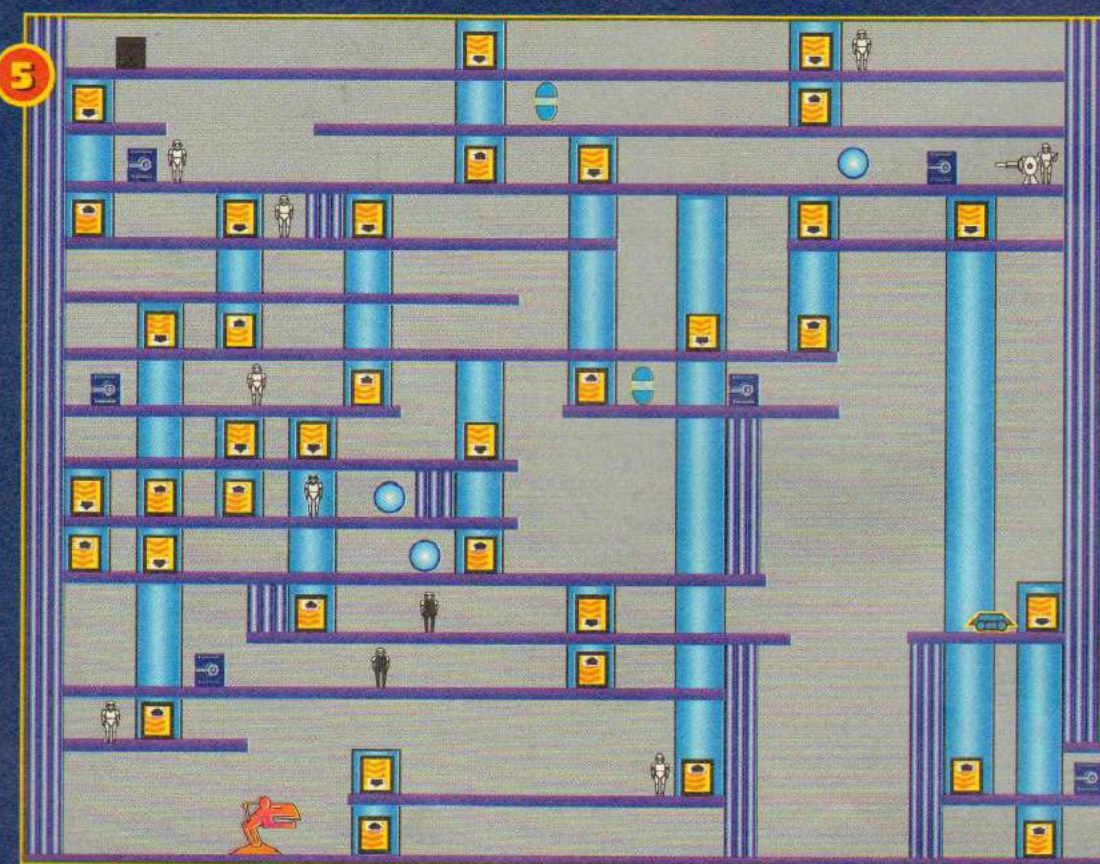
Go R. Kill Trooper. Go R and enter black doorway (see 3). Go R and Sabre the robot. Run and jump big gap. Go down first elevator. Go R and kill Trooper. Go R and up first elevator. Go R, kill Trooper and up elevator. Go L, jump gap and go up elevator. Quickly jump over big gun! Go R, jump gap, jump gap and collect energy. Jump gap and go up elevator. Go L, jump big gap and quickly change to Han. Shoot missile-droid. Change back. Jump big gap and go up elevator...



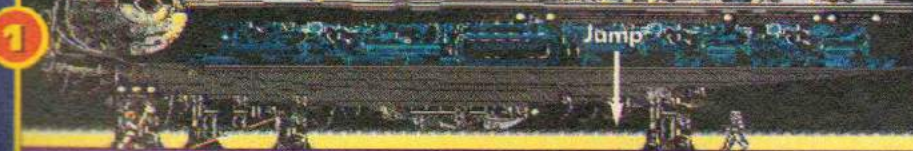
Princess Leia.

Trash Compactor!

Start



## Death Star

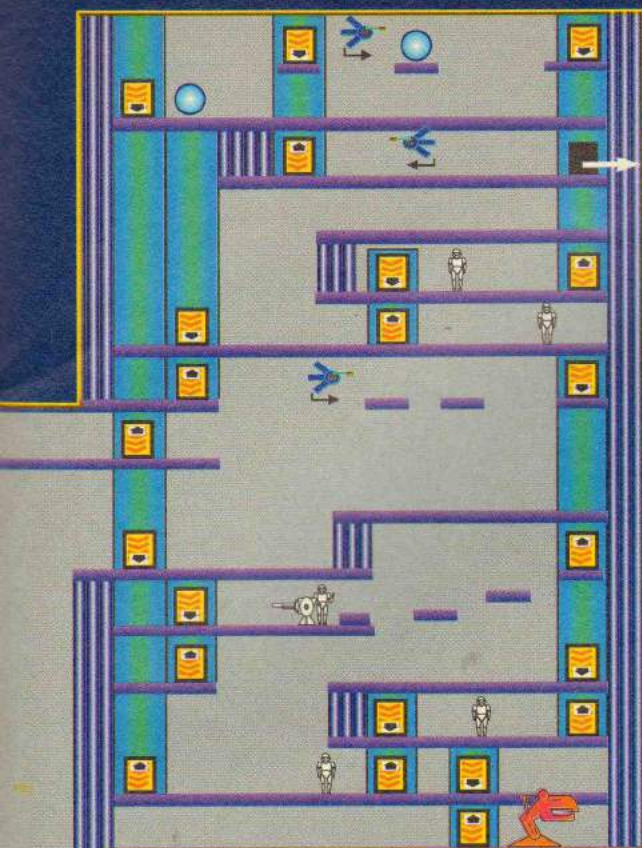


1 Like the Spaceport level last issue, the entrance to the Death Star is littered with Storm

Troopers. And again, it's easier to jump over them than it is to engage them in combat!

Start your run up and then press the jump button at the points marked with an arrow.

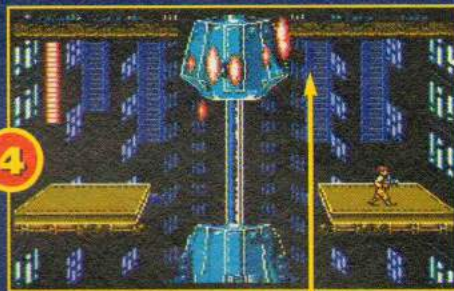




... Go R and up elevator. Go R, kill Trooper and up elevator. Jump massive gap and collect energy ball. Watch out for missiles! (Use Han again to shoot missile-droid if you can.) Jump massive gap and go down elevator. Go R (watch out for more missiles) and enter Tractor Beam generator room! (4)

**5** Go R to second elevator. Go down. Go L, jump over droid. Jump gap and go down elevator. Get ready to jump the Trooper's bullets. Kill him and then go down elevator. Go R to the black shaft. Go up elevator. Go R and down long elevator. Go R and enter second cell to collect Leia.

Go L and back up long elevator. Go L and down elevator. Jump gap, go L and down elevator. Immediately go R and drop down (ouch!). Go L and down the first elevator. Jump the Biker's bullets and kill him. Run R and jump the big gap. Get ready to jump over the robo-dog (you can't kill it) and go down the elevator. Beware the missile-droid, go R and into the Trash Compactor! See you next month for the stunning climax to our Star Wars playing guide!



Drop off this ladder and fire at the control box.

The generator room is a real pain. Han can destroy it more quickly but he's valuable, so try this instead: Use Luke and his blaster. Wait for the right-hand laser turret to move right, then jump up onto the first ladder. Climb up until you're opposite the bottom of the control box (the laser turret should now move above you). Quickly push left and hammer the fire button – the box flashes to show you've hit it. Luke will land safely on the bottom of the generator. Jump across onto the ladder again and repeat this until the generator explodes. **NOTE:** Don't climb too high because the drop will take Luke's energy. As long as you keep moving, the timing is just about right so you avoid both laser beams.

**10** Try and hover in the air long enough so you can drop right, past the biker, then run into the doorway.

**9** Jump left into the gravity chute.

**7** You have to pull left out of the chute about here to land on the small platform.

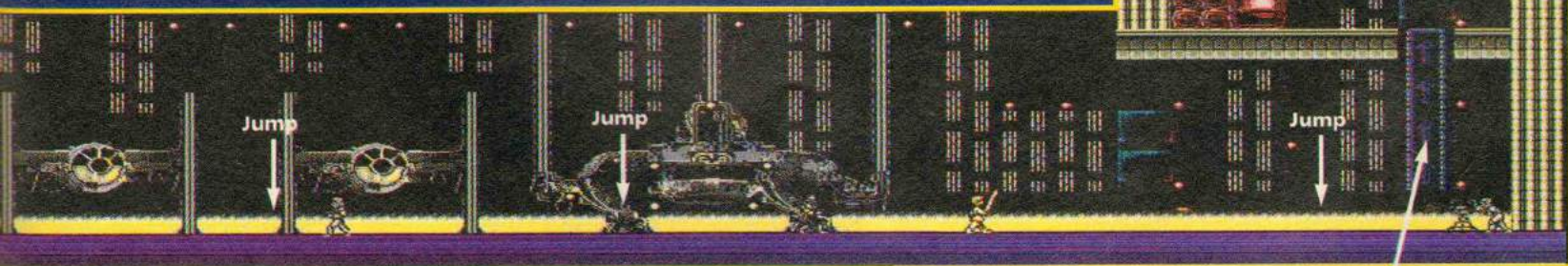
**6** Jump across and land here. It's best to avoid the Biker – as soon as he's fired left, jump up and then up again into the gravity chute.

**5** Land here. Jump up left onto the second case and sabre the Trooper chappie when he's in range.

**3** You might get hit by this guy's fire – don't worry. Just land, walk over to the red case and get ready to jump up in between his bullets.

**8** If you miss the jump, guide Luke back into the chute as he falls. He'll then whizz back up again for another attempt!

**4** Pull off to the right if you need an energy top-up!



**2** When you reach the end, jump just before the gun and hover up the gravity chute.



# NES

## TACTIC

### Key

It won't open doors but it will show what's what on our ace maps.

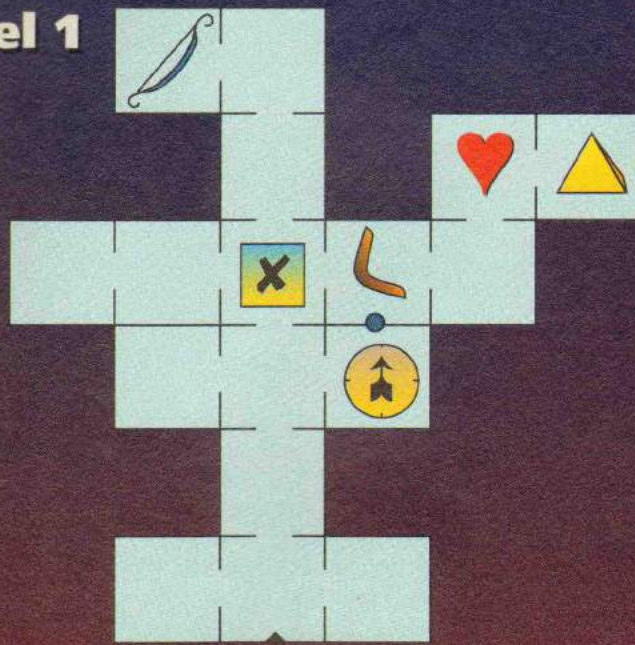


Here's a guide to the first quest on Zelda. Ashleigh Boyd of Glasgow and Ian Eldred of Essex sent in the best tips and they'll be getting heaps of freebies for all their hard work.



# THE LEG

## Level 1



Push one of the grave-stones here to get to the magic sword.

LEVEL 0

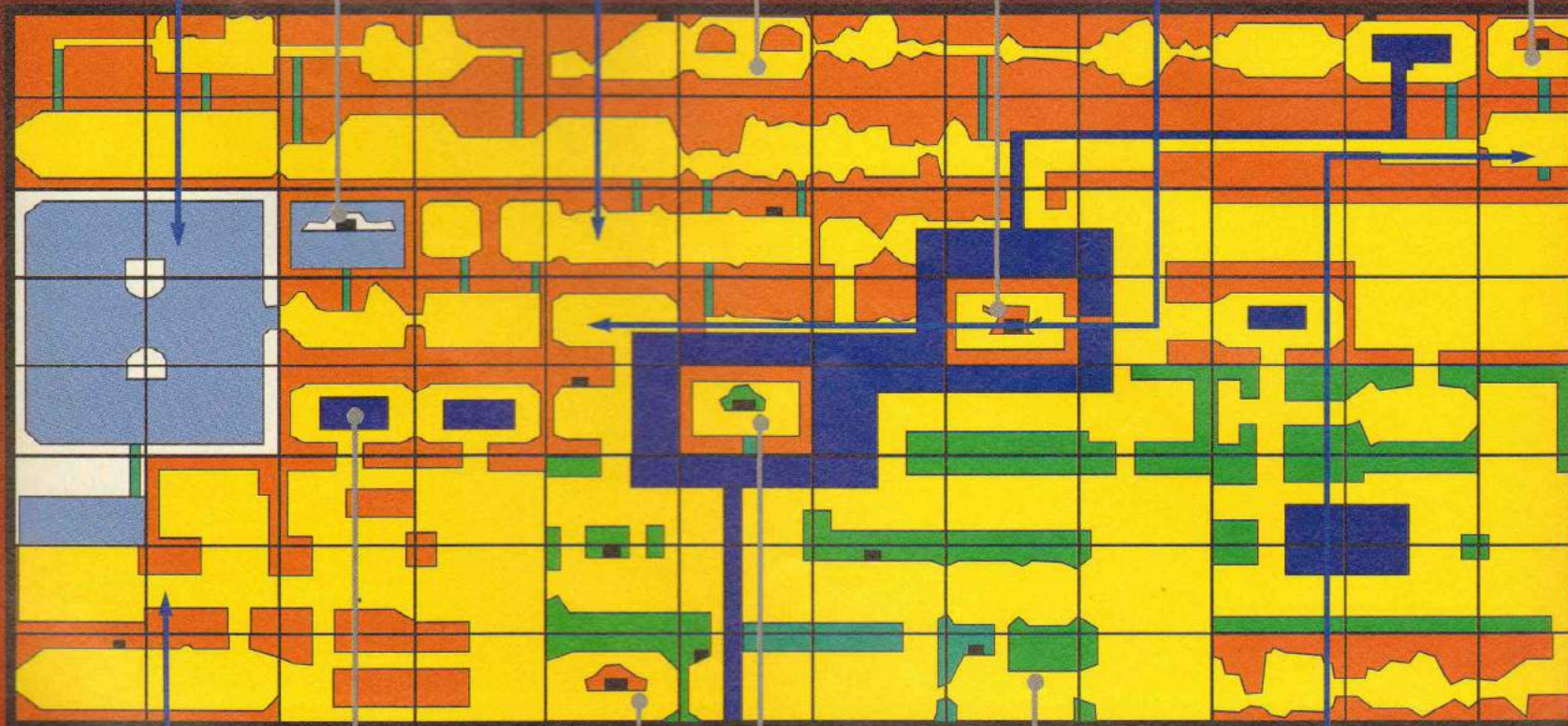
You can find the power bracelet in a statue here.

LEVEL 9

LEVEL 1

Bash a statue and a shop opens where you can get the blue ring.

LEVEL



Stuck here? Get out of the woods by going up, left, down and left.

LEVEL 7

LEVEL 3

LEVEL 4

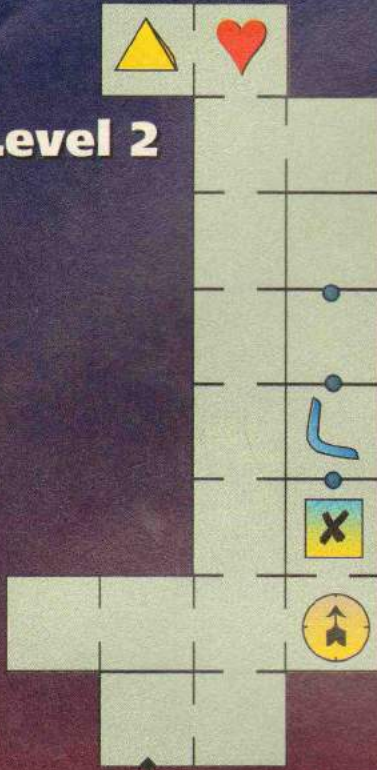
START

Don't get lost in the hills. Just go up five times and you'll find wend your way to level 5.



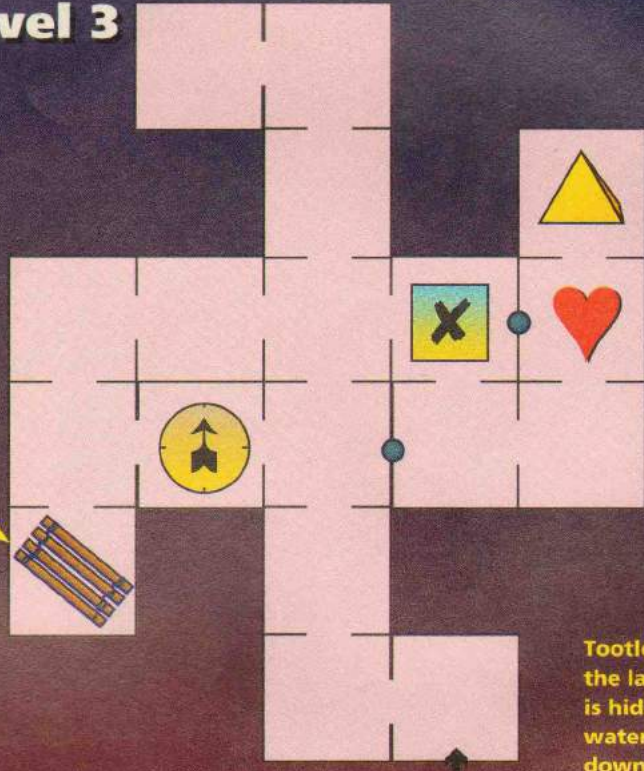
# END OF ZELDA

## Level 2



If you visit the old biddy of the hills here, you'll recover more quickly.

## Level 3



Move one of the blocks in this room and you'll be able to get to the raft. Then you can float on across the lake to level 4.

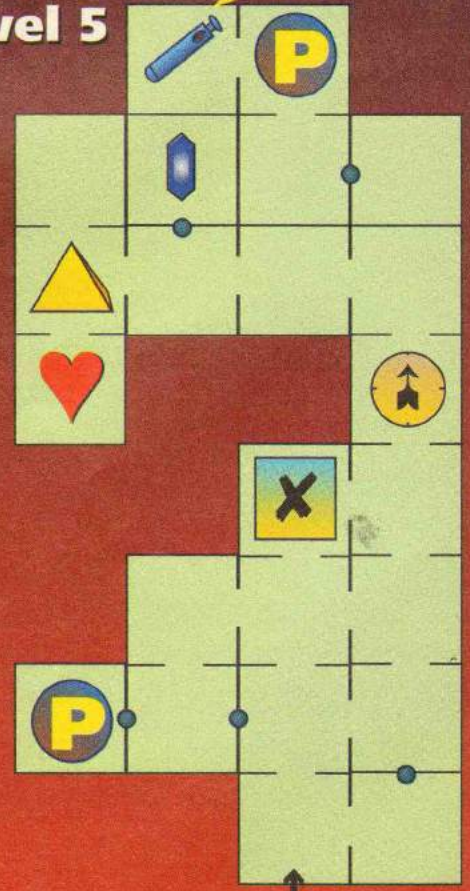
Tootle this whistle at the lake where level 7 is hidden and all the water wooshes away down the plughole.

## Level 4



Get the ladder and you can clamber across streams and all those moaty bits.

## Level 5



## LEVEL 8

Get to here, beat up another statue, and you'll get loads of dosh.

Get your monster bait here.



Forget bows 'n' arrows  
– what you want is a  
magic wand.

A 10x10 grid with a path of blue squares. The path starts at (1,1) with a bomb, goes to (1,2) with an 'X', (2,2) with a candle, (2,3) with a heart, (3,3) with a triangle, (3,4) with a bomb, (4,4) with an arrow, and ends at (4,5). The grid is divided into four quadrants by a central cross. The top-left and bottom-right quadrants are light blue, while the top-right and bottom-left quadrants are dark blue.

# Level 8

A 6x6 grid-based puzzle map. The top row consists of four light green squares followed by two dark red squares. The second row has one dark red square, three light green squares, and one dark red square. The third row has one dark red square, three light green squares, and one dark red square. The fourth row has one dark red square, three light green squares, and one dark red square. The fifth row has one dark red square, three light green squares, and one dark red square. The bottom row consists of six light green squares.

Items and symbols on the map:

- Top right: A key icon on a light green square.
- Second row, second column from left: A yellow triangle on a light green square.
- Second row, third column from left: A blue pentagon on a light green square.
- Second row, fourth column from left: A square containing a black 'X' on a light green square.
- Third row, first column from left: A circle containing a yellow 'P' on a dark red square.
- Third row, second column from left: A red heart on a light green square.
- Fifth row, fourth column from left: A circle containing a yellow 'P' on a dark red square.
- Fifth row, sixth column from left: A circle containing a black upward-pointing arrow on a light green square.
- Sixth row, first column from left: A book icon labeled 'B' on a light green square.

Blue dots are located at the following intersections (row, column): (2, 3), (3, 2), (4, 3), (5, 4), and (6, 5).

Yellow arrows point to the book icon in the bottom-left corner and the heart icon in the third row, second column.

Snatch the old spell book  
and put wind in yer wand.

**Level 9**

Nasty old  
on's invis-  
le, but to  
t him just  
the silver  
w and hit  
him as he  
es around.

**TOTAL! TACTIX**



## SIDE POCKET



Dear TOTAL,  
I am stuck on Side Pocket. I can do the tricky First Class up to Trick Shot but I can't do the Super Trick

Shot that will get me into World Class. Please, please could someone – even Thicky – help me?

Alvin Pon, Reigate, Surrey.

Dear Alvin,

Bit embarrassing this one. Steve and I are demons with the cues when we play pool on a proper table but we're a bit naff at the Nintendo version. If anybody knows how to do the Super Trick Shot drop us a line. Okay?

ANDY

## BOULDERDASH



Dear Andy and Misery Guts,  
I was reading the Q & A page of your ultra cool, mega mag and I

noticed that Ceri and Keith Morgan couldn't do world six on Boulderdash. Well I haven't got any tips but this might help them. These are the codes for everything that comes after world six including the second quest that comes after world six.



**What does Q&A stand for? Quantity Surveyors and Artichokes? Quacks and Aardvarks? Queens and Archdeacons? Quasars and Armadillos? Erm, quick, Steve, where's the dictionary? Um, aah, here we are Q&A: Question and Answer!**

### First Quest

Stage 1 – 382490  
Stage 2 – 635870  
Stage 3 – 840137  
Stage 4 – 840967  
Stage 5 – 225378  
Stage 6 – 752053

### Second Quest

Stage 1 – 423480  
Stage 2 – 457397  
Stage 3 – 432579  
Stage 4 – 864111  
Stage 5 – 995065  
Stage 6 – 827100

Stuart Brown,  
Rotherham.

## GREMLINS 2



Dear Thicky,  
I can't make it past the Electric Gremlin at the end of stage three. Can you help me?

Somebody in Colwyn Bay, Clwyd who forgot to their name on the bottom of the letter. Duh!

Dear Somebody,

What you have to do is dodge Electric Gremlin when he zaps across the screen, and then hit him with the pencil. Straight after this you must leap as high as you can to avoid him as he whizzes across the screen a couple of times. Keep doing this, hitting him five or six times and you should defeat him.

ANDY



## DRAGON'S LAIR

Dear TOTAL!,

Please help me! I'm stuck on the second level of Dragon's Lair. I can't beat the trolls at the end of the Gold Mines – how do I do it?

Ben Murphy, Hartlebury.



Dear Ben,

To get past the trolls try doing this.

- 1 Go right so that the first troll appears, go back left and stand over the edge of the cliff.
- 2 Face the troll, jump up and kill him.
- 3 Go forward until the projectiles of the second troll land in front of you. Then, in between his shots, move so that he appears on screen.
- 4 Go back out of range, jump up and shoot him.

ANDY

## Action Replay Codes



Here's some exclusive codes for the SNES Action Replay – just key them in as usual and off ya go!

### Xardion

7E0D2E04 Get to Level 12 soon after start

### Dimension Force

7E00D901 Infinite Lives  
7E020F0C Full power ups

### UN Squadron

7E00D901 Lots of money for P1  
7E00DD31 Infinite bombs  
7E00DD02 Infinite mega crush  
7E00DD14 Infinite thunder laser



Banzai! It's Guile versus Guile – but only one of 'em's got a lovely red uniform on.

### Final Fantasy II

7E200803 Loads of hit points P1  
7E208803 Loads of hit points P2

### Street Fighter II

This code will let you two players fight each other with the same character – 7E0BF220

Got any codes? Send 'em in to TOTAL Tactix and you could win a £50 SNES game!

## CASTLEVANIA



Dear Thicky and Misery Guts,

I am in desperate need of your help as I keep on getting destroyed every time I get to the end of level four in the first Castlevania game. Could you please tell me if there is a particular weapon that I need to use against Frankenstein and Igor? And if there is, where can I find it?

E. Ang, London

Dear E,

The best weapon is the fire bomb. The last place that you can get it is before the mummies on Stage 10. It's near impossible to keep the bomb all that way, so if you can't try this: When you reach the two goons jump onto the block on the right, kneel and whip as fast as poss. When Igor moves away, move off to avoid his fireballs and continue to whip Frankie. Even if you do this it's still hard so just keep trying.

ANDY

## Game Genie Codes



THE NEW ZEALAND STORY

Tap in these codes to help Tiki Kiwi on his quest!

IAEGNPZA 6 lives after continue  
AAEGNPZE 9 lives after continue  
XYKTISKN Super Jump

GZEKXPVS Infinite continues  
GZVKAUSE + GAVGYLAA Start on level 2  
GZVKAUSE + AAVGYLAE Start on level 3  
GZVKAUSE + GAVGYLAE Start on level 4  
GZVKAUSE + GZVKAUSE Start on level 5



# TOTAL! RECALL

The definitive guide to Nintendo games (and what we think of them)

As you know, we at TOTAL are all-round good blokes - caring, sharing, generous to a fault. Hence TOTAL Recall - the game guide that saves you the hassle of reading the reviews we so lovingly craft each month. Er, hang on!



We all know that Mario is the star of the NES and so our ratings this month reflect gaming heroes. (Why is Sonic last you may ask - well, any creature who's blue and wears puffy red pixie boots is totally naff in my book!)

- ★ Sonic the drip
- ★★ The Turtles
- ★★★ Bart Simpson
- ★★★★ Mega Man
- ★★★★★ Mario

**Addams Family** ..... £43  
1 player ..... Ocean  
This film licence is pretty playable at first, with some intriguing but solvable puzzles, but is marred by poor collision detection, average sounds 'n' piccies, and a quest which you'll finish in a week.  
★★

**A Boy And His Blob** ..... £35  
1 player ..... Nintendo/  
Absolute Ent'  
OK, so there's some good, original ideas, tidy backdrops and neat animation, but that's about it. Only two levels, lots of wandering around and not much action. All in all, pretty slow and pretty dull.  
★★

**Batman** ..... £45  
1 player ..... Sunsoft  
Grab your mother's tights and let's go! There are five massive levels in this tough platform game, with over 15 different baddies to batter and loads to discover. Beautiful backdrops and a bat-dude with smooth moves make it a must.  
★★★★

**Bayou Billy** ..... £35  
1 player ..... Konami  
This is an atrocious mish-mash of ripped-off game styles that without exception do no justice to the source they were taken from. All in all this must surely be the worst Zapper game ever created.  
★

## Battle Of Olympus

Nintendo/Imagineer  
1 player £35  
This is a truly engrossing, highly playable quest that offers terrific value for money. Slice 'n' dice action breaks up the adventuring, and there's loads to discover. Pretty graphics and an enthralling game world. Lovely stuff!  
★★★★★

**Blades Of Steel** ..... £35  
1-2 players .. Konami/Palcom  
Okay, so the graphics aren't that brilliant, and there are annoying in-between screens that you can't opt out of, but if you want a highly playable two-player ice hockey game, then this one'll keep you going for months with its icy action.  
★★★★

**Blaster Master** ..... £40  
1 player ..... Sunsoft  
Although basically just another multi-level platform shoot 'em up, this is one of the better games of its type, with neat graphics, puzzles, and plenty of exploring and map-making to keep you busy. It just goes on a bit and fails to cough up any passcodes.  
★★★★

**Blue Shadow** ..... £35  
1-2 players ..... Taito  
A platform hack 'em up which has slickness forcing its way out of every pore. Amazing graphics and a huge amount of varied enemies and backdrops. There's also a simultaneous two-player option, but experienced gamers will find it easy.  
★★★★

## Boulder Dash

First Star Software  
1-2 players £30  
24 levels of brain-busting action await, as you collect dozens of diamonds from underground caverns without getting squished by falling boulders. It's addictive, challenging and looks better than ever - a classic!  
★★★★★



**Bubble Bobble** ..... £30  
1-2 players ..... Taito  
This age-old arcade classic has 226 levels of the most frantic, addictive platform action that your NES can chuck at you. A simultaneous two-player option is the icing on the cake of this almost perfect arcade-to-NES conversion.  
★★★★

**Captain Planet** ..... £40  
1 player ..... Mindscape  
The environment is having a pretty bad time of it. Defeat the polluters using special vehicles and five different superpowers in this scrolling shoot 'em up and maze exploration game.  
★★★★

**Captain Skyhawk** .. £35  
1 player ..... Nintendo/Rare  
Super-smooth graphics and adrenaline-inducing action combine to make Captain Skyhawk a superb

all-round blast 'em up. Each mission features three varied stages, with loads of power-ups.  
★★★★

**Castlevania** ..... £30  
1 player ..... Konami  
This whip 'em up is a big, fun game that is easy to get into, although the gameplay can get a bit repetitive and restart points are badly placed. If you can ignore the flaws you'll probably get a lot of fun out of this.  
★★★

**Castlevania II** ..... £35  
1 player ..... Konami  
Although similar in looks to the first game, Castlevania II is actually more of an adventure game. Graphics and action are repetitive, but there's a lot more to think about, and if you can keep going you'll like it.  
★★★

**Castlevania III** ..... EN/A  
1 player ..... Konami  
The best of the NES Castlevania series. A meaty beat 'em up with brilliant graphics and loads of action to get your fangs into. The gameplay can get a bit boring, though.  
★★★★

quest to become the new monarch. Raise armies, then use your cunning and skill to decide who to attack first. But this strategy game doesn't really cut the mustard.  
★★★

**Die Hard** ..... EN/A  
1 player ..... Activision  
Looks tatty, but get past the ugly graphics and you'll find a neat game in here. Realistic and engrossing gameplay makes Die Hard a tense, exciting game well worth climbing 35 flights of stairs for.  
★★★★

**Dragon's Lair** ..... £35  
1 player ..... Elite  
Dragon's Lair features lots of intriguing puzzle elements, unlike the laser disc arcade version. And the animation (especially on Dirk the hero) is pretty amazing.  
★★★★

**Duck Hunt** ..... £30  
1 player ..... Nintendo  
Duck Hunt is a mildly entertaining Zapper game with two different games included. There's duck shooting and clay pigeon shooting. Okay if you get it free, but don't buy it separately.  
★

**Duck Tales** ..... £45  
1 player ..... Capcom  
If you're a Disney fan then this is the game for you. It's a standard running and jumping game but a pretty playable one, with good animation and groovy characters. Still, there's nothing unusual here. You've probably already got several similar games.  
★★★

**Digger T. Rock - The Legend Of The Lost City** ..... £35  
1 player . Milton Bradley/Rare  
This dig 'em up is smoothly presented, with colourful graphics and slick animation. Lots to explore and discover, but it's dull! Levels are too big and it's frustrating.  
★★★

**Donkey Kong Classics** ..... £25  
1 player ..... Nintendo  
Features Donkey Kong and Donkey Kong Jr, two ancient Mario platform games. They're almost exactly the same as the arcade originals but both games are looking a bit old.  
★★★

**Galaxy 5000** ..... £30  
1-2 players ..... Activision  
A futuristic racing game with the added dimension of being able to shoot the other racers. It's absorbing

**Caveman Ninja** ..... £35  
1 player ..... Elite  
This game looks good but plays bad. With gorgeous backgrounds and massive end-of-level dinosaurs it might look like one of the best games ever, but it's spoilt by a badly structured difficulty level and seriously repetitive gameplay.  
★★★

**Chip 'n' Dale Rescue Rangers** ..... £45  
1-2 player ..... Capcom  
You can play simultaneously with a friend (which can prove to be a help and a hindrance). Chip 'n' Dale has great graphics, great gameplay, great guardians, and is great fun (if a bit easy)!  
★★★★

**Defender Of The Crown** ..... £40  
1 player ..... Palcom/Konami  
You play one of six knights on a



enough in its own way, but the poor control method limits playability.  
★★

**Gauntlet II** ..... £40  
1-4 players ..... Mindscape  
Excellent digitised speech, ultra-smooth scrolling and simultaneous four-player baddie-blasting action. As near to a perfect arcade conversion as your NES will ever see. With over 100 levels, this is a real gem – great fun!  
★★★★

**Ghostbusters II** ..... £35  
1 player ..... HAL Laboratory Inc  
Some decent graphics and a nice variety of opponents adorn this scrolling blast and suck 'em up, but it's easy and goes on a bit.  
★★

**Goal!** ..... £40  
1-2 players ..... Jaleco  
It's easy to see why the Yanks are so sad at the game. Lousy graphics, abysmal sound effects, slow action, confusing gameplay – Goal! is unrealistic and very frustrating.  
★★

**Gremlins II** ..... £50  
1 player ..... Sunsoft  
Fiendishly challenging platform shoot 'em up which is viewed from above. It looks great, plays great, but let's face it, 50 quid is too much.  
★★★★

**Gumshoe** ..... £30  
1 player ..... Nintendo  
This is more like a Mario game than a Zapper one, except that you have to shoot the hero to make him leap over platforms and avoid enemies. Fairly entertaining, but it's all a bit too weird for long term fun.  
★★★

**Hogan's Alley** ..... £30  
1 player ..... Nintendo  
Same sort of action as Duck Hunt but now you're a trainee cop who has to hit the targets but also be careful not to shoot any innocent civilians. Good fun but not enough variety to keep you playing.  
★★

**Hook** ..... £45  
1-2 players ..... Ocean  
A really neat movie licence – a bit like Star Wars in structure but a bit on the twee side. Nice to play, could be faster, though. Lovely between-scenes music, bright clear graphics, and a real feel for the characters. Play this platformer and you'll be well and truly hooked!  
★★★★

**Hunt for Red October** ..... £43  
1 player ..... Hi Tech Expressions  
As a shoot 'em up Red October is dead in the water. There's lots of underwater weaponry to play around with and loads of enemies, but it's far too slow and tedious to be effective. All in all, pretty substandard (oh dear!)  
★★

**Isolated Warrior** ... £35  
1 player ... Nintendo/Vap Inc.  
Spooky alien graphics plus loads of power-ups and add-ons give this 3D-ish shoot 'em up bags of atmosphere. The huge levels tend to drag on a bit, and the visuals get a bit flickery at times, but it's fast, furious fun.  
★★★★

**Ivan 'Iron Man' Stewart's Super Off Road** ..... £35  
1-4 players ..... Nintendo/TradeWest  
Eight different dirt-tracks await you and up to three of your chums for a day of off-road racing. You view the tracks from above as you make mincemeat of your opponents. It's far too easy, however – so play it

with your friends (great fun!) or give it a miss.  
★★★

**Jack Nicklaus Golf** £35  
1-4 player ..... Konami  
There are loads of options and features and the views are really detailed. But it's spoilt by a very inaccurate putting section and the feeling that the distance of your shot depends not only upon wind and club choice but also upon whether the NES is in a good mood. Good but flawed.  
★★★

**Kickle Cubicle** ..... £30  
1 player ..... Nintendo/Irem  
An intriguing puzzler which requires brain power and fast reactions. The graphics and sound are great but the challenges are a bit easy. There are harder bonus levels but even these won't last long.  
★★★

**Konami Hyper Soccer** ..... £35  
1-2 players ..... Konami  
Fast and exciting, this is a near-perfect conversion of a pretty impressive arcade game. Simple controls make for good two-player action, although tactical play is a bit limited and it gets a bit easy once you get the hang of it.  
★★★★

**Low G Man**  
Nintendo Taxan Group  
1 player £35



What can we say? Low G Man has it all! It's all fast 'n' furious with wonderfully vast levels, beautifully drawn graphics and frantic soundtracks. Add to that the brilliant weapons and gadgetry and you've got a real mind blower. It's huge, it's playable and it's ingenious. Swoonsome stuff!  
★★★★★

**Maniac Mansion** £55 (!)  
1 player ... Jaleco/Lucasfilm Games  
An ancient menu-driven arcade adventure that has been revamped for the NES. The graphics are humorous, the puzzles are ingenious and you get to control several characters at once. Shame about the price though.  
★★★★

**Marble Madness** ... £40  
1-2 players ..... Milton Bradley/Rare  
What a shame! While this is an excellent graphic conversion of the ageing arcade classic, that's about it! There are only six levels which are all pretty easy. Only real fans of Marble Madness will get a kick out of this.  
★★★

**Mega Man** ..... £35  
1 player ..... Capcom  
Tough, merciless and unrelenting, Mega Man is a mean platform shoot 'em up, with six incredibly hard levels and no password system. If you've got a low threshold for pain, beware of this one. Even the most hardened game players will wince.  
★★★★

**Mega Man 2** ..... £45  
1 player ..... Capcom  
Not as fiendishly difficult as Mega Man, which makes this polished sequel a much better game all round. It's bright and funny, with flexible gameplay, meatier monsters, and a much friendlier structure. Megastatic!  
★★★★

**Mission Impossible** £40  
1 player ..... Palcom  
Your mission is to wander around foreign cities, doing lots of spy-type things like shooting and forging security passes. If you persevere, there's plenty of fun to be had.  
★★★

**New Zealand Story**  
Ocean  
1-2 players £40

A stunning arcade conversion from Ocean. Tiki Kiwi leaps and floats around platform-filled levels riddled with nasties, and just wait until you see the guardians. Blinkin' fab!  
★★★★★



**Power Blade** ..... £35  
1 player ..... Taito  
Despite some rip-roaring sound effects and impressive-looking beasts, Power Blade is a bit of a doddle. You'll get all the way through it in a week!  
★★

**Rescue - The Embassy Mission** ..... £30  
1 player ..... Kemco  
A great idea – you manoeuvre SAS men into an embassy besieged by terrorists. Sniping, abseiling, and loads of tip-toeing, but boy is it dull.  
★★

**Road Fighter** ..... £30  
1 player ..... Palcom  
An unbelievably simple game, the kind of thing you'd play in an arcade for old times' sake. It's addictive and fun but it looks pretty awful and is far too primitive to justify the price.  
★★

**Robocop** ..... £40  
1 player ..... Ocean  
This is a fun stomp-and-blast 'em up with action and visuals to back it up. But it doesn't leave you crying for more – it's too easy and only the last few levels are going to put up any sort of struggle.  
★★★

**Roller Games** ..... £40  
1 player ..... Konami  
21st century street sport, with a good mix of hazard-jumping and people-punching to keep you coming back for more. Not brilliant, but fun nevertheless.  
★★★★

**Shadow Gate** ..... £50  
1 player ..... Kemco  
Another magical mystery tour to track down evil-doers. There are plenty of places to visit, and the puzzles are taxing too. This game would probably be fun if only you didn't keep dying.  
★★★

**Shadow Warriors** .. £35  
1 player ..... Tecm  
The levels are pretty huge and the graphics are varied. So it's a bit sad that the frustrating gameplay and extremely awkward controls make this a beat 'em up to avoid... unless you're beat 'em up mad.  
★★

**The Simpsons - Bart vs The Space Mutants** ..... £40  
1 player ..... Acclaim  
Bart solves puzzles to collect everyday objects from five levels of scrolling suburbia. Sampled speech, groovy music and lots of humour, but with no password system this is one for the pros.  
★★★★

**Skate Or Die** ..... £25  
1-2 players ..... Palcom  
You can skate, you can die, or there is one other choice – do neither and spend your money on something better instead. The game consists of five sub-games (or events). Unfortunately, none of them are particularly inspiring, while some really stink. Skate Or Die? Well hello, Death!  
★★

**Ski Or Die** ..... £40  
1-2 players ..... Palcom  
Ever get a sense of déjà vu? (That means 'been here before' for all you non-French-speaking types). Well,

Ski Or Die is just like Skate Or Die... with more white in it. Yet more forgettable capers in five snow-capped events. Best for solo players but even then it's incredibly dull.  
★★

**Snake, Rattle N Roll**  
Nintendo/Rare  
1-2 players £30



A cracking 3D, scrolly collect 'em up-type game with two slithery snakes, Rattle and Roll. Simultaneous two-player action is the real hook, as the dynamic duo explore 11 levels of the prettiest graphics you ever did see. If you play your NES with a chum, club together and treat yourselves.  
★★★★★

**Snake's Revenge** .. £35  
1 player ..... Konami  
A tricky, Rambo-type mission which is fun to begin with, but after a short while gets mighty dull. The unoriginal, mazy gameplay is weighed down by really lame combat, and the sounds and graphics are nothing special.  
★★

**Smash T.V.** ..... £40  
1-4 players ..... Acclaim  
The impressive thing about this arcade game was the huge amount of opponents on screen at once. The NES version has almost as many, making it an incredibly frantic blaster. It might not be varied enough for long-term fun, though.  
★★★★

**Solar Jetman - Hunt For The Golden Warpship**  
Nintendo/Rare  
1 player £30



Boldly go where no man's gone before and explore 12 huge levels of alien-blasting, power-up-collecting, jet pack-thrusting action. With a massive task and a password entry system, shooting explore 'em ups don't come much better than this!  
★★★★★

**Star Wars** ..... £50  
1 player ..... JVC/Lucasfilm Games  
It's mainly a platform shoot 'em up with a few spaceshippy bits thrown in. The graphics are wonderful and you can play as Luke or one of his buddies. But the price is a joke.  
★★★★

**Super Mario Bros. II** ..... £40  
1 player ..... Nintendo  
More varied than SMB but not as



good as SMB3. Not quite the Mario we all know and love but your collection wouldn't be complete without it.

★★★★

## Solstice

Nintendo/  
Software  
Creations  
1 player £35

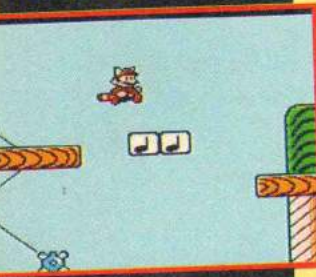
Gob-smacking graphics and dreamy animation combine to create a fantasy 3D world for you to explore. Over 250 different rooms (blimey!) await the attention of your heroic character, Shadox. Solstice is highly playable and just oozes with class.

★★★★★



## Super Mario Bros 3

Nintendo  
1-2 players £40



The greatest, the ultimate, the champ, la crème de la crème, la pièce de résistance, the, er, chicken vol-au-vent of video games. Quite simply, this is the most stunning platform game you NES (or any other console for that matter) will ever have shoved into it.

★★★★★

## Swords And Serpents

1-4 players ..... Acclaim

This game takes four players and boy does it need 'em. Choose your own party of adventurers and head off dungeonwards to slay the evil serpent. A great role-player.

★★★★

## Sword Master

1 player ..... £40

This may not be the most boring game ever seen on the NES... well, actually, it probably is. Although the scenery is quite pretty, this contains the most repetitive, simplistic gameplay you'll ever see.

★

## Terminator 2

1 player ..... £40

A spiffy little game of the film, which sticks closely to the movie plot. Mostly platform beat 'em up action, but there's also a motorcycling bit to break up the boredom. Good stuff!

★★★

## The Bugs Bunny

Birthday Blowout ..... £45

1 player ..... Kemco Seika  
A platform game with jerky scrolling, crap graphics, yawningly repetitive levels and a bonus game that awards up to 50 lives. Oh dear.

★

## Time Lord

1 player ..... £35

Medieval England, the Wild West, a Caribbean Pirate Ship, World War Two and 2999AD – five levels of puzzle-solving, time-travelling tedium. There's the odd neat idea

here, but the game is just put together sooo badly. How shall we put it? Well, it has to be said – it's blinkin' awful.

★

## Top Gun – The Second Mission

1-2 players ..... £40

Do you feel the need for speed? Well, Top Gun throws you into the hot seat of an F-14 Tomcat for a very, very tough flight. It features amazingly fast, stomach-churning visuals as you attempt (and probably fail) a series of challenging combat missions. The trouble is, it's a bit too hard to be fun.

★★★

## To The Earth

1 player ..... £30

A proper 3D shoot 'em up in every sense of the word, except that it uses a Zapper. There are waves of aliens, end-of-level guardians and power-ups. This is easily the best Zapper game available.

★★★★

## Trog

1-2 players ..... £30

If you remember the ancient arcade game Pac Man then this is it brought bang up to date. Trog is a 50-level maze game in which you run around each of the single-screen levels collecting eggs before the hungry cavemen eat you. Short-term fun only, I'm afraid.

★★★★

## Turtles 2

1-2 players ..... £50

A faithful conversion of the coin-op, with lots of action and a few nice touches, but it's repetitive, slow-paced and unexciting. It's pretty playable in two-player mode – but not for long.

★★★

## WWF Wrestle Mania Challenge

1-2 players ..... £35

Are you a Hulk Hogan fan? Then you may think this is for you, but wait a minute – underneath, this game's a real lightweight. It's far too easy, dreadfully repetitive and graphically tame.

★★

## The Legend Of Zelda

1 player ..... £40

The Princess Zelda has to be rescued by brave young Link (that's you, that is). Oh yes, and you also have to defeat the evil Ganon and dig up the numerous fragments of The Triforce. This is an old but challenging role-player.

★★★★

## The Adventure Of Link

– Zelda 2 ..... £40

1 player ..... Nintendo

Zelda I with knobs on. But although the graphics are a bit crude, there's plenty of action and tantalising puzzles to be worked out. Zelda II has its flaws, but there's more variety than the original Zelda.

★★★★

# READERS RECALL

**So these whippersnappers think they can write better game reviews than us, eh? Tsk! The youth of today – no respect for their elders and betters!**

## California Games

1-2 players ..... £30

Yo! Bonza! Wicked! and

Craze! Dig out those Bermuda

shorts and shades and hit the

streets and beaches of

California. There are six

different events – all with brill

graphics and excellent sound.

You can skateboard on the half

pipe, rollerblade along the

beach, hacky-sac in the moun-

tains, surf on the waves, BMX

on the course, and frisbee in

the park. You can also choose a

company to be your sponsor –

like Ocean, Pacific, Kawasaki,

or Costa del Mar. What really

makes this game is the sheer

raw playability oozing out of

every pore of the cartridge. Up

to seven people can play at a

time – without the 'four score'!

If you don't buy this, you're

sillier than a chimpanzee

wearing purple velvet Y-fronts!

Peter Lindsay, Glasgow

## Quarth GB

1 player ..... £25

Calling all Tetris fans – this is

your game. Weird shaped

blocks come crashing down

towards you. You have a little

ship which can fire blocks back

at them. When you've made a

square or rectangle the blocks

vanish so they don't crush your

ship, and if it's big enough you

get some magic to help you.

This is a hard game – great fun,

but it can get frustrating.

Alex Gibson, Winchester

## Mickey's Dangerous

Chase GB ..... £25

1 player ..... Capcom

Mickey's back on the Game

Boy, and this time he's brought

his dad. Yikes! The plot of

Mickey's latest adventure is

basically that Minnie's pressie

has been pinched and it's up to

Mickey to get it back. Another

great excuse for some baddie-

bashing. The chase takes place

across a smooth-scrolling

platform landscape, the idea

being to reach Goofy on the

level at the far right. With

excellent graphics and sound

This is a must for your hand-

held wonder (even though

later levels can be frustrating).

Jonathon Grant, London

## Double Dragon GB

1-2 players ..... £20

If you liked Double Dragon at

the arcade, you'll probably love

this one as well. Smooth-

scrolling, highly-detailed

backdrops and fairly groove-

some tunes make this an

enjoyable game, even though

the main sprites are just that

little bit too small. There is a

great number of combinations

of moves you can do, as well as

lots of weapons to collect – like

a barrel, club, rock, knife, and

cardboard box (!?) In the later

levels there's obstacles to

avoid, like spikes falling from

the ceiling and moving plat-

forms, all of which make each

level that little bit harder than

the last. If you like beat 'em

ups, this is a stonking game.

Christopher Renton, Perth

## Mike Tyson's Punch

Out NES ..... £30

1 player ..... Nintendo

Ancient though it is, this is still

a worthy purchase. For an early

cart, the graphics are excellent

– chunky and extremely clear –

and it packs quite a challenge.

You take the role of a small

guy named Little Mac whose

dream is to become World

Heavyweight Champion. There

are three circuits (Minor, Major

and World) in the game, and

ten boxers. Defeat all these

and you get to fight the one

and only 'Iron' Mike Tyson. Win

and you become WVBA (World

Video Boxing Association)

champ. This is an old game, I

know, but if it's boxing you're

after, get it. The gameplay is

tremendously addictive, and

it's one of the best boxing sims

on any console. A challenge

well worth taking on.

Anonymous

## Rush 'n' Attack NES

1-2 players ..... £30

This is a hit 'n' run affair, in

which you play a paratrooper

pitted against tons of enemies

in a bid to destroy their secret

weapon. On the whole the

graphics are good, with a large

variety of very colourful

enemies. Sound-wise, the tunes

are fairly decent, but the FX

are pathetic – the knife slash

sounds more like a spade

digging up earth! The game is

fairly difficult, but the action

soon gets repetitive, so it'll

probably only last a while

before you get frustrated.

Timothy Coe, Brentwood

## Boomer's Adventure in

Azmik World GB ..... £20

1-2 players ..... Azmik

In this game you take the role

of Boomer, a pink (!) dinosaur,

who has to travel through 66

levels of mazes packed with

evil enemies and bosses at the

end of every level. Even with

passwords and loads of power

ups and bonuses (spade, bomb,

boomerang, etc) this is a very

challenging game. If you like

mazes this is the one for you.

Lindsay Pollock, London

**Obviously we can't cover every single game. Why not send your own opinion of games we haven't reviewed to: TOTAL Recall, Future Publishing, Monmouth Street, Bath BA1 2BW.**



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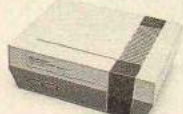
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The Game Boy is easily the best handheld around, and so our cartridge ratings this month are in order of portable games machine quality!

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- ★★★ Lynx
- ★★★★ PC Engine GT
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**Castlevania Adventure** ..... £25  
1 player ..... Konami  
Garlic, crucifixes, wooden stakes and whip-happy trigger-fingers at the ready folks, it's vampire-hunting time! Gorgeous graphics and sprite animation plus detailed backdrops make it a real treat.  
★★★★

## Castlevania II

**Konami**  
1 player £25  
An excellent follow-up to an excellent game. The graphics are even better than those in Castlevania Adventure and there's a brilliant level select option so you can choose where you want to start your quest. Big and beautiful fantasy arcade action.  
★★★★



**Choplifter** ..... £25  
1 player ..... JVC  
Although the graphics are rather unimpressive, this is a very involved game with loads of nice levels and loads of challenge which is great fun to play.  
★★★★

**Centipede** ..... £25  
1-2 players ..... Accolade  
Pretty good conversion which is fun to zap away at now and then. It's pretty basic and there's not much variety, but it's tough and addictive with bags of nostalgia value.  
★★★★

**Days Of Thunder** ... £25  
1 player ..... Mindscape  
A huge improvement over the NES version. It features smooth(ish) vector graphics, some good sound effects, and winning will take lots of practise. It ain't that fast and furious though, so it's for racing fans only.  
★★★

**Double Dragon 2** ... £25  
1-2 players ..... Acclaim  
If you're bored with straightforward beat 'em ups then give Double Dragon II a miss. If not, this is slick enough to keep you amused for ages and ages. A suitably good follow-up to the original.  
★★★

**F-1 Race**  
Nintendo  
1-4 players (with Four Player Adapter) £30



Get your motor running and carry on where Nigel Mansell left off. Loads of courses, the possibility of a four-player link-up and fast graphics make this a real cracker.  
★★★★

**Faceball 2000**  
Bullet Proof Software  
1 player £25



This 3D maze-type shoot 'em up has two different combat arenas and the option for a four player head-to-head battle. Graphically fab, and hugely playable too.  
★★★★

**Fortified Zone** ..... £25  
1 player ..... Jaleco  
This mazy type shoot 'em up seems entertaining at first but there are just four short levels and only the last one puts up a challenge. Not much fun at all.  
★★★

**Addams Family** ... £25  
1 player ..... Ocean  
Not as involving, pretty or playable as the NES game, although more of a challenge. Big sprites, but it's all a bit plain. More pukey than ooky.  
★★★

**Asteroids** ..... £22  
1-2 players ..... Accolade  
This isn't the simple but compulsive shoot 'em up we all knew and loved. Rock blasting just isn't the same on the Game Boy.  
★★

**The Amazing Spiderman** ..... £25  
1 player ..... Sunsoft  
Lots of web throwing and beat 'em up sequences make this a fun game, especially if you're a Spidey fan.  
★★★

**Balloon Kid** ..... £25  
1 player ..... Sunsoft  
Alice has to rescue her dippy bruv who has drifted off attached to the end of a string of balloons. Excellent hazard-dodging fun.  
★★★★

**Blades Of Steel** ..... £25  
1-2 players ..... Palcom  
A neat copy of the NES ice hockey cart. It's as fast as the NES version, but isn't really designed to be played on a Game Boy screen.  
★★★

**Boulder Dash** ..... £25  
1 player ..... Sunsoft  
A cracking version of this popular collect 'em up. Lots of tough screens, well-designed difficulty levels plus superb graphics keep it interesting.  
★★★★

**Bugs Bunny** ..... £20  
1 player ..... Kemco  
Bugs must collect all the carrots on the 80 levels in order to rescue Hunny Bunny. Sadly, level 80 is much the same as level one.  
★★

**Burai Fighter** ..... £22  
1-2 players ..... Nintendo  
Beautifully structured eight-way scrolling shoot 'em up. It's got loads of neat power-ups and three difficulty levels, so it'll last a good while.  
★★★★

**Bart Simpson's Escape From Camp Deadly**

Acclaim  
1 player £25

Game Boy Bart is similar to the NES version in style but the challenge is different and the graphics are, if anything, better. Some great sampled speech, nicely structured gameplay and heaps of challenge. Wow!  
★★★★



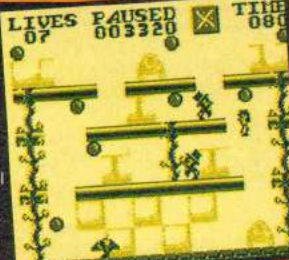
**Batman** ..... £25  
1 player ..... Sunsoft  
The graphics are on a small scale but Rubberpants moves well, and with speedy trigger-tapping action like this you won't go far wrong.  
★★★★

**Bubble Bobble** ..... £25  
1 players ..... Taito  
Terrifically addictive coin-op platform action, with over 200 levels and clever graphics, but passcodes for each level make it too easy.  
★★★

**Bill And Ted's Excellent Game Boy Adventure**

Sunsoft  
1 player £25

OK, most bodacious gamers, we strongly recommend you rush straight to your local game shop and buy this excellent pak! Agreed, there's not much Bill and Tedness here, but who cares? It's brilliant!  
★★★★



**The Chess Master**

Software Toolworks  
1-2 players (Deleted)



If you enjoy the odd game of chess, then this is the opponent you've always wanted. He's polite, well-spoken (it has digitised speech) and plays a mean game. The only chess game you'll ever need.  
★★★★

**Daedalian Opus** .... £25 (Grey Import)  
1 player ..... Nintendo  
Fitting irregular-shaped tiles into a box and doing it all against the clock is very challenging, but is it really all that interesting? Well no, not really. This game gets incredibly boring after only a short time and is one for puzzle freaks only.  
★★★

**Dr Franken**

Nintendo  
1-2 players £20

Highly detailed graphics and very little blur. This beautiful platform adventure takes place in an enormous castle (over 200 screens) and it's flippin' brilliant.  
★★★★

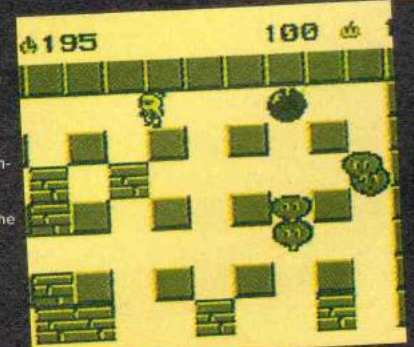


**Dr Mario** ..... £20  
1-2 players ..... Nintendo  
Forget the Super Mario connection - he's here in name alone. Dr Mario chucks coloured pills into a jar and you have to line 'em up. Pretty dull, I'm afraid.  
★★

**Fortress Of fear** ... £20  
1 player ..... Acclaim/Rare  
The gameplay is pretty damn good, but the lack of a password option is a definite drawback, especially in a game of this size.  
★★★★

**Dyna Blaster**  
Nintendo/Hudson  
Soft  
1-2 players £25

A spanking new rendition of a million-year-old classic. Run around the maze, drop bombs, avoid the baddies, all that sort of stuff. It sounds deathly dull, but it's actually rather fab.  
★★★★





**Gargoyle's Quest** .. £25

**1 player** ..... Sunsoft  
As well as nifty jumping-and-blasting gameplay, there's a roleplay element here, so you have to use your brain as well as your reflexes.  
★★★★

**Gauntlet 2** ..... £20

**1-2 players** ..... Mindscape  
This may be a neat copy of the coin-op and NES versions, but colourless, tiny screens makes maze-wandering a right old pain in the neck. Tragic!  
★★★★

**Ghostbusters 2** ..... £25

**1 player** ..... Activision/  
HAL Laboratory  
The gameplay is really slick, and controlling two characters at once makes it different and very challenging. Busting does indeed make you feel good.  
★★★★

**Golf** ..... Nintendo

**1-2 players** ..... £20  
Everyone likes to play a round now and again, and Golf contains no fewer than 36 holes to negotiate. Everything you could ask for is here, including a two-player link-up option and a brilliant battery back-up so you can stop for tea.  
★★★★

**Gremlins 2** ..... £25

**1 player** ..... Sunsoft  
Loads of fun as you guide Gizmo through level after level of platforms and traps. Tough, but well worth the aggro.  
★★★★

**Home Alone** ..... £25

**1 player** ..... THQ Inc  
How much fun can you have wandering around an almost empty house, bashing a burglar every half an hour? None, that's how much.  
★

**Hook** ..... £25

**1-2 players** ..... Ocean  
Almost identical to the NES version. The graphics are a bit too detailed for the Game Boy, but they're fast and smooth, and the gameplay is excellent. Lots of fun, and there's a two-player mode too.  
★★★★

**Hunt For Red October** ..... £25

**1-2 players** ..... Hi Tech  
Expressions  
Lots of levels in this underwater shoot 'em up, but they're all similar and bear no resemblance to the film.  
★★

**Hyper Lode Runner** ..... £25

**1-2 players** ..... Nintendo  
A classically simple platform game that'll keep you up into the small hours. Sad graphics, but the playability is huge.  
★★★★

**Ishido** .. £20 (Grey Import)

**1-2 players** ..... Nexoft  
This is a tarted-up Game Boy version of a rather ancient and puzzling board game. The tile-placing gameplay is great fun to begin with, but there's not enough variety so it won't amuse you for long.  
★★★

**King Of The Zoo** .. £20

**1-2 players** ..... Nintendo  
This wacky ball-rolling bash 'em up is an entertaining romp, with cute looks and masses of playability. Simple but fun, fun, fun!  
★★★★

**Kwirk** ..... £20

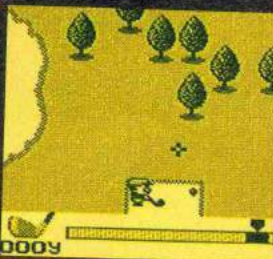
**1-2 players** ..... Acclaim  
Guide Kwirk, a small tomato, to the exit in a series of simple but increasingly complicated mazes. The puzzles are frustratingly fiendish, but it's so playable it'll keep you battling away for months on end.  
★★★★

**Motocross Maniacs**

**Palcom**  
**1-2 players** ..... £20



Fast 'n' furious action and loads of obstacle-packed courses make this race 'em up totally addictive. Although the graphics could be meatier, this is a perfect game for the 'Boy'.  
★★★★★

**Marble Madness** .. £25

**1-2 players** ..... Mindscape  
Graphically great and very playable, but this is a cut down version of the original. If you like completing your games within a day then this is fine but it's really showing its age quite badly now.  
★★

**Missile Command** .. £25

**1-2 players** ..... Accolade  
Could have been a bit of a hit on the small screen, but poor control and lame visuals mean this version of Missile Command falls just short of the target.  
★★★★

**Navy Seals** ..... £25

**1 player** ..... Ocean  
This is a run along and shoot 'em up mission, with a bit of leaping around platforms thrown in as well. Good blasting gameplay, with big and bold characters.  
★★★★

**Nemesis**

**Konami 1 player** ..... £25

You may know this one by the name of Gradius, but whatever you call it, this is a wonderful shoot 'em up. If you like classy blasters then add this to your shooter collection immediately.  
★★★★★

**Nintendo World Cup** ..... £20

**1-2 players** ..... Nintendo  
More oddball than football. The graphics are, er, interesting but the gameplay is sadly lacking in excitement. You'd be better off buying Kick Off instead.  
★★★

**Othello**

**Nintendo**  
**1-2 players** ..... £20

Fans of Othello need never plead for partners again - this cart has four players inside. Game Boy - coo, what a squeeze! Othello wipes the dust from a thousand plus year-old game and brings it slap bang up to date. Cripes, wot a classic!  
★★★★★

**Pacman** ..... £25

**1-2 players** ..... Namco  
The granddaddy of video games is definitely showing its age. But with its very basic gameplay, a single maze and fiddly control at high speeds this one is strictly for nostalgia freaks only.  
★★★★

**Paperboy** ..... £20

**1-2 players** ..... Nintendo  
Deliver your papers by dodging angry customers, loony skateboarders etc.. This game picks up lots of fans - dunno why, it's as dull as the Sunday Times.  
★★★

**Q\* Bert**

**Jaleco 1 player** ..... £25

Q\*Bert's an oldie but the gameplay is timeless and incredibly addictive. It's basically a platform puzzler, but with the neat little extras that have been added this will delight Game Boy owners everywhere.  
★★★★★

**Qix** ..... £20

**1-2 players** ..... Nintendo  
This version is a faithful reproduction of the steam-driven original. Guide a ship around the screen filling it up as you go. Weird but worth a look.  
★★★★

**Radar Mission** ..... £20

**1-2 players** ..... Nintendo  
There's really not much you can say about this. It's basically just like the old pen 'n' paper war game, Battleships. Hmmm.  
★★

**The Rescue Of Princess Blobette** ..... £25

**1 player** ..... Nintendo  
Poor old Boy and his Blob turn up again on the Game Boy, and to be honest it's just as dull as the version on the NES. Nuff said.  
★★

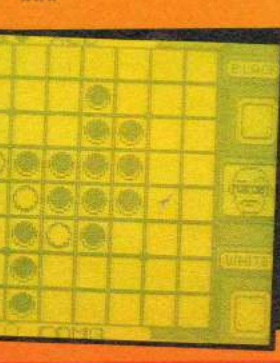
**Revenge Of The Gator**

**HAL Laboratory Inc.**  
**1-2 players** ..... £20

Pinball wizards won't find a better simulation than this. Ultra-smooth graphics and a whole arcade's worth of flippers and features crammed onto one four-screen 'table'.  
★★★★★

**Robocop** ..... £25

**1 player** ..... Ocean  
Entertaining enough. Robocop lays down a challenge tougher than Murphy's metal skin, but it's too slow-moving to be brilliant.  
★★★

**R-Type** ..... £20

**1 player** ..... Nintendo/Irem  
One of the all-time classic shoot 'em ups. Plenty of blasting and power-up collecting, and even though it's nothing new it's still a wonderful little game.  
★★★★

**Side Pocket** ..... £25

**1-2 players** ..... Data East  
The two player option is all right, but American rules and the lack of a computer opponent make it a bit of a disappointment. It ain't really pool, I'm afraid  
★★★

**Skate Or Die (Bad 'n' Rad)** ..... £25

**1 player** ..... Konami  
For once the Game Boy version is sufficiently different to the original to make it a fab skateboard game.  
★★★★

**Sneaky Snakes** ..... £25

**1-2 players** ..... Tradewest  
This is the 2D version of Snake Rattle N Roll on the NES. Sadly, the absence of the third dimension makes this one really dull and more than a little frustrating.  
★★

**Snoopy** ..... £25

**1-2 players** ..... Kemco  
With clear, simple graphics, this is a great game for playing on the move.  
★★★★



However, the password system makes it too easy to finish.  
★★★★

**Solar Striker** ..... £20

**1 player** ..... Nintendo  
Top-to-bottom shoot 'em up scrollers don't come much more basic than this, but it's still good fun.  
★★★

**Solomon's Club**

**Tecmo**  
**1 player** ..... £25



Stunning puzzle game featuring the best elements of a variety of games styles. Brainboxes and arcade fans alike will go wild, join the 'Club'!  
★★★★★

**Super Hunchback**

**Ocean**  
**1 player** ..... £29 (Grey import)



A brilliantly animated platformer with loads of clever extras. This is just ace - exactly what your Game Boy was made for!  
★★★★★

**Super Kick Off** ..... £25

**1 player** ..... Anco  
Quite simply the best footy game for the GB. The computer is a tough opponent, and the pace of play is quite amazing.  
★★★★

**Super RC Pro-Am** .. £25

**1-4 players** ..... Nintendo/Rare  
Let's get this straight: this game simulates simulated racing, yes! It's great fun for four players but if you're on your own it gets tiresome.  
★★★★

**Super Mario Land**

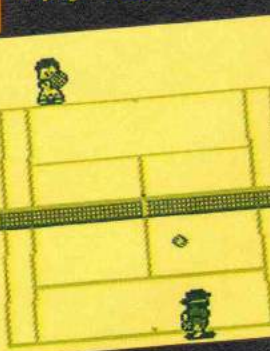
**Nintendo**  
**1 player** ..... £20



Super Mario Land is a cracking play, with all the secrets, hidden goodies, playability and sheer class of its full-size NES counterparts.  
★★★★★

**Tennis**

**Nintendo**  
**1-2 players** ..... £20



If you enjoy tennis then this is the game pak for you. Control is superb, with a range of shots made with a flick of the joystick. The graphics are perfect for the game and it plays so well you may never want to pick up a racquet again. It's one of the best game link games available too. Ace!  
★★★★★



**Terminator 2** ..... £20  
**1-2 players** ..... Nintendo  
 This licence of the film takes all the best bits from the movie. A neat game with spiffy graphics which are different on each level. Pity all film tie-ins aren't this slick!  
 \*\*\*\*

**Turtles 2 (Back from the sewers)** ..... £25  
**1 player** ..... Konami  
 A fine sequel to Turtles 1, with the same frantic action but more variety and a tougher mission.  
 \*\*\*\*

## Turtles - Fall Of The Foot Clan

Konami  
 1 player £25

This is a cracking beat 'em up, especially for Turtle fans. An options screen allows you to play on any level, which spoils the element of discovery, but play it properly and you'll be well and truly hooked.  
 \*\*\*\*\*



**Turrican** ..... £25  
**1 player** ..... Accolade  
 A massive and very challenging platform shoot 'em up. It worked brilliantly on the big screen but it suffers on the Game Boy. Still fairly mean, though.  
 \*\*\*\*

**WWF Superstars** ... £25  
**1-2 players** ..... Ljn Ltd  
 Big and beautiful graphics with heaps of neat moves, but like the NES version it's too easy to beat. The two-player mode is pretty good fun.  
 \*\*

Looking for joysticks or peripherals? Then why not check out our massive (and probably slightly humungous) round-up of Nintendo hardware for the Game Boy, NES and SNES in next month's issue of TOTAL!

# SUPER NES

Don't buy a SNES game unless you know what you're getting!

## Castlevania IV

Konami  
 1 player £50

Although not really much of an improvement over Castlevania 3, this is a pretty fine swing 'n slice 'em up, with loads of different hazards and baddies. It looks like a dream - dark, spooky, and with bags of atmosphere - and has one of the best soundtracks since records were kept. Gameplay is a bit samey, but still lots of fun.  
 \*\*\*\*



## Rocketeer

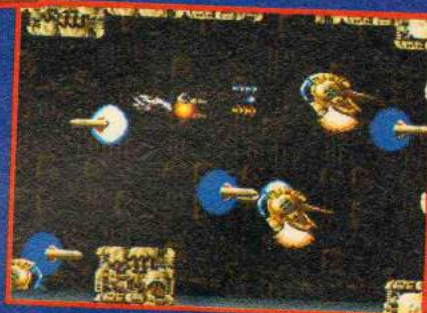
IGS Corp.  
 1-2 players £45 (Grey import)

Rocketeer looks fairly nice, with cinematic backdrops and detailed graphics, but looks can be deceptive - it's simplistic, boring and generally bad in every way. The series of mini-games which make up the game need no skill whatsoever - hit 'n' hope stuff, really. This is a repetitive non-starter of a game - don't even think about buying it.  
 \*

## Super R-Type

Nintendo  
 1-2 players £40

Although let down by jerky scrolling, the graphics in this game are stunning - real arcade-quality - and the sound is superb. But beyond the good looks the gameplay is rather shallow and the action patchy. The lack of restart points is a real pain as well, but nevertheless, hard-core zap-freaks will get off on the hi-energy action.  
 \*\*\*\*



## F-Zero

Nintendo  
 1 player £40

This futuristic racing game has to be seen to be believed. The 3D courses move so fast your stomach will be churning. There are 15 courses over three leagues and the graphics are just phenomenal. It's not a racing simulator but who cares, with a heart-pounding high-speed burn up like this? If this isn't in your collection, there's something wrong with you. So there.  
 \*\*\*\*\*



## Super Soccer

Nintendo  
 1 player £40

Excellent 3D visuals, a choice of 16 world-class teams to challenge, and flexible controls make Super Soccer a joy to play. Unfortunately, the laws of football seem to have been conveniently rewritten, and it bears more resemblance to a kick around the park where no one worries about the rules than professional footy. Still, great fun.  
 \*\*\*\*

## Sim City

Nintendo/Maxis  
 1 players £45 (Grey import)

This is possibly the best £45 you'll ever spend. Although the concept is simple and the looks are fairly basic, the game is huge and totally absorbing, with immense variety and bags of atmosphere. If you've ever wanted to play God, all your dreams can come true right here. Let's just say this is one of the best games there's ever been in the entire history of the world.  
 \*\*\*\*\*



## Super Tennis

Nintendo  
 1-2 players £40

There has never been such a playable and yet realistic tennis sim as this - on any system. The SNES joystick enables you to access a massive range of moves including lobs, smashes and slices. What's more you can put curve and spin on any of these shots. There are also loads of players to choose from, each with individual characteristics. This is totally superb.  
 \*\*\*\*\*



## Super Off Road

Nintendo  
 1-2 players £40 (Grey import)

Well, it's identical to the NES version, except that the sound and graphics are a bit better. Ivan 'Ironman' Stewart has been left out of it and the NES version could handle four players! This might have been fun in the arcades, but at home it offers about three afternoon's fun (if you're lucky). Only to be purchased in one of your darkest hours of desperation. \*\*



## Super WWF

Nintendo  
 1-2 players £40

Even if you loathe the WWF crew you can't help but be impressed by this game. The graphics are gorgeous, with smart sprites and wonderful animation, and the atmospheric sounds conjure up all the razzmatazz of a night at the wrestling. And unlike previous wrestling games, there are enough moves to ensure your interest doesn't get squashed.  
 \*\*\*\*



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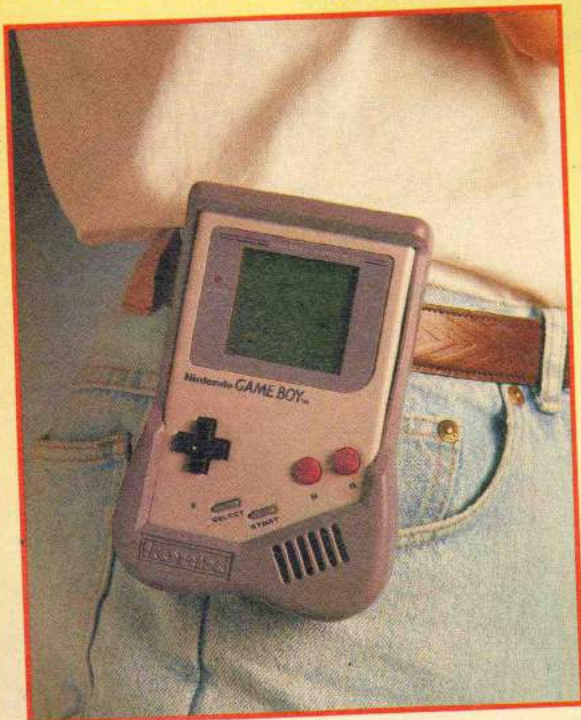
SNES hits the Streets - the lowdown on the greatest console ever! Plus Rainbow Islands, New Zealand Story!

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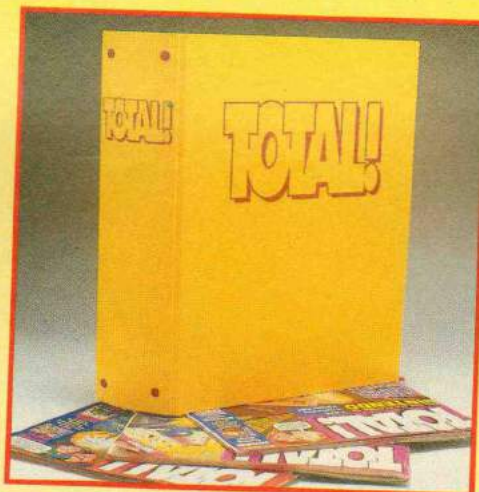
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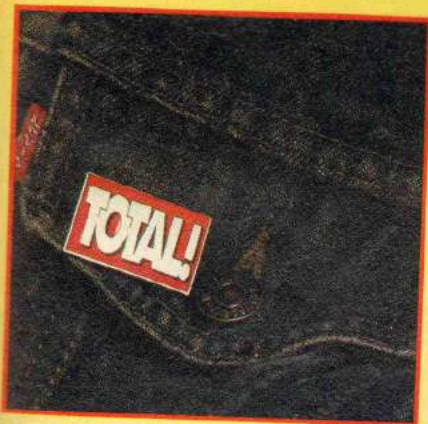
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# NEXT MONTH

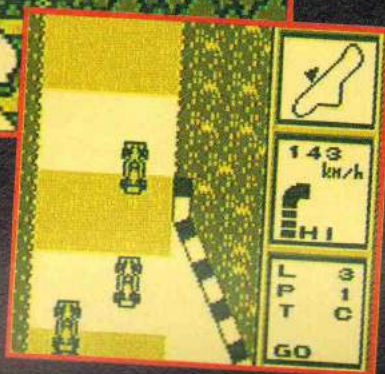
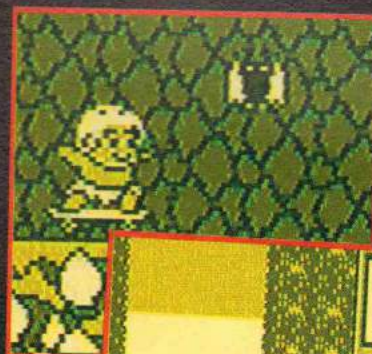
**Phew! That's it. This is the last page of the last issue of TOTAL - ever! We're gonna pack up our bags and see the world (hoorah!). What? Sorry!? YOU WANT MORE! Well...**

## ... On Game Boy

S'pose we could have a brief look at Adventure Island II, World Circuit Series, Nail 'n' Scale, Parodius, Track Meet, Tiny Toons - and lots of Game Boy hardware add-ons!

## ... And on the NES

Maybe we could show a few pictures of Adventure Island II, Tiny Toons, Micro Machines, Nigel Mansell's GP and loads of joysticks!



**Look 'ere!**  
**£4,000**  
of Nintendo  
type prizes  
to give  
away!



## ... Also on the SNES

If we were really pushed we could, perhaps if you're lucky, print a few words describing a punch-up between Final Fight and Rival Turf. We might also feature Top Gear, RPM Racing, Super Probotector, Parodius - and a golfing round-up too!

## I'm a reader and I want to say...

**Details** (Relax, we won't print your address)

**Name** .....

**Address** .....

**Postcode** .....

**Telephone number** .....

**Parental signature** .....

(Get your parent to sign above if you're under 16)

**OK, now you've done all that you can write down your message in here!**  
Remember to use BLOCK CAPITALS.

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If you would like to place an advertisement or a message in next month's TOTAL, please write in BLOCK CAPITALS on the coupon on the left. Send the coupon to Readers ads, TOTAL, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Please pay using a cheque or Postal Order payable to Future Publishing. And we'll do the rest!



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Tetris, Batteries, Headphones, 2 Player Lead  
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(LASTS 5 HOURS -  
SLOTS INTO BACK)  
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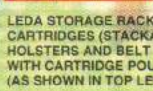
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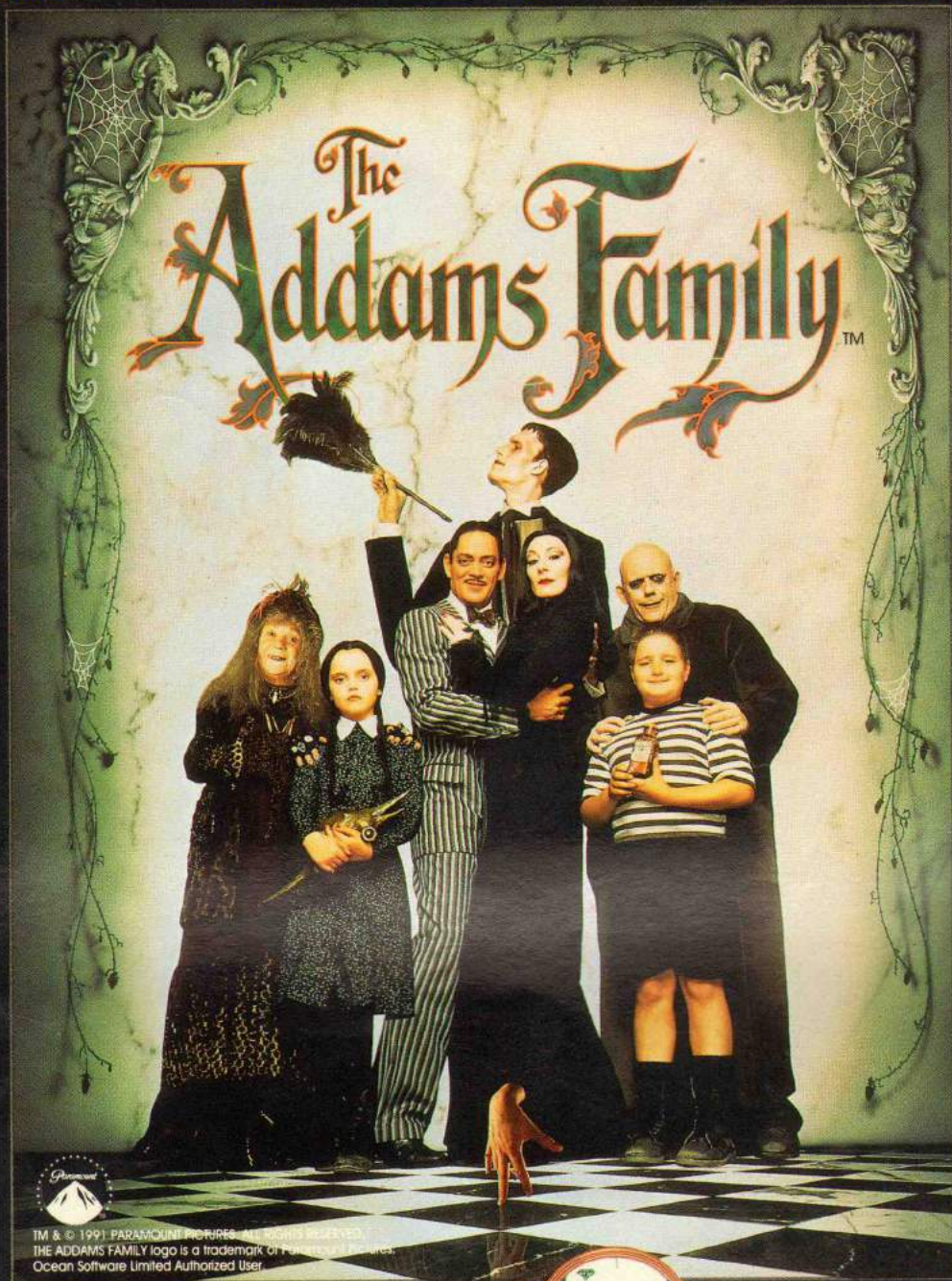
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# CREEPY, KOOKY, OOKY, SPOOKY!



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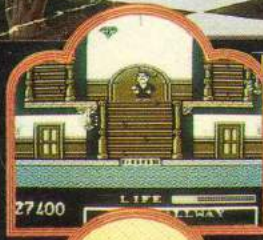
**They've got the creepiest house in town!**

But not now that they've been evicted! Morticia, Lurch, Granny, Pugsley and Wednesday have gone back to their creepy abode to regain possession.



**They're the Spookiest family around!**

But not now that they've disappeared! As Gomez you must find your loopy loved ones in their spooky mansion house.



**They have the Gookiest friends ever!**

But watch out for Tully - he plays dirty! Tully is the treacherous lawyer who is stealing the family fortune and pulling off many a dirty trick up his sleeve.



**They dance a wacky dance!**

And you'll be shakin', rattlin' and rollin' when the spikes, monsters and ghouls are the last one for you! If you solve the puzzles and follow the clues you might find the Addams Family so that they can move back in.

SUPER NES

**Nintendo**  
ENTERTAINMENT  
SYSTEM  
**GAME BOY**

**ocean**

**Haunt like a good fa**



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